Jojo's Bizarre Compendium

D&D HOMEBREW

Preface

Since it was first published in 1987, Hirohiko Araki's legendary manga *Jojo's Bizarre Adventure* has captured the hearts and intrigued the minds of manga, anime, and music fans the world over.

I am one such fan, and a curious cross section of interests led me to creating this compendium, a supplement for D&D 5e that, hopefully, captures the charm and spirit of the source material, as well as my love for it. It was a delight to make, and I hope it to be as fun to play. In my experience, at least, it has been.

The contents of this compendium are intended to be balanced for play in a regular, if slightly bizzare *Dungeons and Dragons* Fifth Edition group

Spoiler Warning

Be warned, this compendium contains major spoilers for all parts of *Jojo's Bizarre Adventure*. If such things matter to you, turn away now!

On the Front Cover

Generations of Jojo's stand together around the Stone Mask: the origin of their family's struggles.

On the Back Cover

Antagonists of the Joestar family have gathered, prepared to at last lay waste to their nemeses.

Credits

Credit for all of the art in this Homebrew goes to Hirohiko Araki, author of Jojo's Bizarre Adventure.

Cover art credit for the Stand User Class is to Jojo's Bizarre Adventure: Eyes of Heaven and its creative team.

Credit as well to the good folks of the Jojo's Bizarre Adventure Wiki and to the team over at the Jojo's Colored Adventure for their outstanding color work, often edited and used for this Homebrew.

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Part 1: Races

This chapter includes 3 new races to supplement those available in *The Player's Handbook* and other Wizards of the Coast publications: Vampires, Pillar Men, and Rock Humans. These new options are available when you make a character, provided that you DM allows their use in their campaign. Given the bizarre nature of these races, your DM should consider thoroughly the ramifications of allowing them into the setting.

Vampire

"I reject my humanity! Jojo!"

-Dio Brando

Unholy Creations

A Vampire is a once living being that, due to the tampering of an unholy artifact or infection by another vampire, has been transformed into a vile mockery of its original self. Sometimes the transformation is voluntary, as one casts aside their humanity for power, and sometimes it is forced upon another; regardless of the circumstances, these foul creatures lust for the blood of the living and thrive in darkness.

Children of the night

Vampires are nocturnal creatures, preying on other beings when they are most vulnerable. Cloaked in darkness, their eyes pierce the gloom to identify their next prey.

Lethal Beauty

The transformation to vampire is ironic in that, as it twists the mind into an unrecognizable monster, it changes the body into a magnificent predator. Strong, fast, and beautiful, a vampire is almost always at the advantage when it comes to hunting its mark. The body becomes strong and muscular, the skin pale, and the eyes gold or crimson.

Vampire Names

Vampires often keep the name they were born with, although eventually the power that comes with immortality can lead to adopting a name one finds more fitting of their station. This can include adopting extravagant titles, changing one's surname, or dropping it altogether.

In one extreme case, a vampire dropped his surname and forever wrote his given name in entirely capital letters.

Vampire Traits

The transformation from living being to vampire comes with certain natural abilities and traits that enable them to prey upon their living counterparts.

Ability Score Increase. Your Strength score increases by 2, and your Constitution or Charisma score increases by 1.

Age. Vampires continue to appear the age at which they were turned, and can live almost indefinitely unless killed.

Alignment. The hunger for blood that most Vampires are subject to drives them toward chaos, and often into evil as well. That said, some Vampires maintain a personal code of ethics and some even tame the inner beast and turn to good.

Size. Most Vampires are born of humans and are Medium sized. Vampires born of other races keep the size of the original race. The transformation tends to make vampires more bulky and muscular.

Speed. Your base walking speed is 30ft.

Darkvision As nocturnal predators, vampires see exceptionally well in the dark. You can see in dim light within 60 ft. as if it were bright light, and darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Undead Nature. You do not need to eat, sleep, or breath. Instead, you must consume 8 ounces of blood from a living creature once per week. You are resistant to cold and necrotic damage, but vulnerable to fire and radiant damage.

Sunlight Sensitivity You have disadvantage on attack rolls and Wisdom (Perception) checks when you, the target of your attack, or whatever you are trying to perceive are in direct sunlight.

High Pressure Eye Fluid Beams Becoming undead has given you excellent control over all aspects of your physical form. Once per Long Rest as an Action, you can force the fluid from your eyeballs out at dangerously high pressure in whatever direction you're facing. When you do so, creatures in a 20ft. line must make a Dexterity saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 piercing damage on a failed save, or half as much on a successful one. This damage increases to 3d6 at 6th level, 4d6 at 11th level, abd 5d6 at 16th level.

Consume Life Up to your proficiency modifier times per short or long rest, you can use your Bonus Action to make a bite attack at a creature within 5 ft. The attack roll is your Strength modifier + your Proficiency Bonus and deals 1d6+ Strength modifier piercing damage. This damage is treated as magical for the purposes of overcoming resistance and immunity. If the target isn't an undead or construct, you recover hit points equal to the damage dealt.

Natural Seducer You know the Friends cantrip. Once you reach 3rd level you can cast Charm Person once per day as a first level spell. Charisma is your spellcasting ability for these spells.

Languages. Vampires know any languages they knew in life. You can speak, read, and write in Common and 1 other language.

Pillar Men

"Awaken, my masters!"

-Waamu

Long Forgotten masters

Many historians acknowledge these beings as the original dominant species on the planet that went mysteriously extinct many millennia ago... or so it seemed, until they were discovered petrified in great stone pillars underground. Once again free to walk the earth, these beings seek a way to conquer their ultimate foe: the Sun.

The original apex predator

Pillar Men are said to have achieved a great and thriving civilization while other races in the world were still digging in the mud. Older and wiser, the Pillar Men lived in immense underground citadels, well away from sunlight. These tan humanoids are easily identified by small horns on their head and spectacularly sculpted bodies.

Pillar Men Names

Pillar Men tend not to use surnames, preferring instead to call themselves by names that sounds suspiciously like the names of bardic bands from a certain era of human music. Examples include Whaamu, Esidisi, Santana, and Kars.

Pillar Men Traits

As the original masters of the world, Pillar Men have a few defining characteristics.

Ability Score Increase. Your Intelligence score is increased by two, and your Constitution is increased by 1.

Age. Pillar Men reach maturity around the same age as humans, but have been known to live for millennia, often sleeping for thousands of years and staying awake for the same length of time.

Alignment. Pillar Men established a thriving society that carried them to the top of the food chain in their hayday, and are primarily lawful. The few remaining Pillar Men hold personal improvement above all else, and as such tend to be neutral as they choose which methods they will use to better themselves.

Size. Pillar Men are Medium creatures with athletic physiques: any human might consider them god-like in appearance and muscularity.

Speed Your walking speed is 30ft.

Superior Darkvision Pillar Men rarely ever venture into the daylight, preferring to live in vast and elaborate caves beneath the ground. You can see in dim light within 120 ft. as if it were bright light, and darkness as if it were dim light. You cannot discern color in Darkness, only shades of gray.

Sunlight Hypersensitivity You have disadvantage on attack rolls and Wisdom (Perception) checks when you, the target of your attack, or whatever you are trying to perceive are in direct sunlight. Additionally, if any part of your skin is exposed to sunlight, you take 1d6 radiant damage for every six seconds that skin remains exposed. You are vulnerable to radiant damage.

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Ascended Predator Pillar Men consume creatures through their skin, absorbing all nutrients directly into the body. This has allowed them to seek continuous improvement by consuming more powerful prey. If you consume one half pound of flesh from a creature, you gain Temporary Hit Points equal to your Constitution modifier. The maximum temporary hit points you can gain from this feature is equal to your level. These hit points disappear after your next Long Rest.

Bodily Manipulation The Pillar Men were masterful manipulators of their own anatomy, often generating weapons from skin, bone, and muscle for combat. You can cast the Primal Savagery cantrip. At 5th level you can cast the spell Alter Self once per day. Intelligence is your spellcasting ability for these spells.

A Millennia of Slumber Pillar Men usually sleep for a thousand or so years and stay awake for the same amount of time. As such, you do not need to sleep to gain the benefits of a Long Rest, but can if you choose to.

Elemental Modo Pillar Men's bodily manipulation also allowed them to harness natural forces, such as wind, light, and heat, for use in battle. Once per Long Rest, you can enter your Elemental Modo as an Action, changing the damage dealt by your melee and ranged weapon attacks from its original type to one of the following, which you choose when you make your character: fire, cold, lightning, poison or radiant.

Languages Pillar Men learn and adapt quickly. You can speak, read, and write Common and 2 other languages.

Rock Human

"His skin is rock! He's a living human with rock skin! "

-Josuke Higashikata

A Different Kind of Human

Born of a curious divergence in the evolutionary history of humans, rock humans look like normal humans until the environment around them becomes unsuitable for life. When this happens, they curl up and their bodies turn to stone as they enter a hibernation state that can last for years until the environment becomes habitable again.

Hiding in Plain Sight

Sometimes, Rock Humans spontaneously enter this rocky form to sleep for 30 to 90 days, utterly oblivious to the world as it shifts around them. For this reason, they tend to make their homes near parks or other areas where a new stone would go unnoticed. When they awaken and the rocks crumble away, the Rock Human strides forth into the world slightly damp and erotic.

Rock Human Traits

Rock Humans have developed a unique lifestyle due to their various strange traits.

Ability Score Increase Your Charisma Score is increased by 2, and your Constitution score increases by 1.

Age Rock Humans do not grow gradually but "molt" around every 6 years. They are considered "adults" after the second molting. They tend keep looking like adults well into old age after their final molting.

Alignment Rock Humans are prone to wandering, as their nature of sleeping for extended periods keeps them from holding a traditional job or regular education. This has caused them to lean more towards chaos. Aside from that, Rock Humans have motives as diverse as any other being, and don't tend toward good or evil particularly.

Size Your size and build are as diverse as normal humans, and you are considered a Medium creature.

Speed Your base walking speed is 30ft.

Hibernation A Rock Human does not require sleep to benefit from a Long Rest and can stay awake for approximately 2 months after sleeping for 1 to 3. While asleep, you and all clothing and equipment worn are covered in stone, and you are resistant to all types of damage except for psychic. This state can last up to 25 years if the outside environment is unsuitable for life.

Emergency Hibernation When you are reduced to 0 Hit Points, your body begins to enter a state of hibernation as it turns to stone. While in this form, you are affected by the Petrified condition, have advantage on death saving throws, and only fail one saving throw when struck by a critical hit. If you are stable for more than one minute, you revert to your normal form.

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Resilience Your advanced physiology has made you hardier than most creatures. You are resistant to poison damage and have advantage on saving throws made to resist non-magical poison and disease.

Toughened Body Your body resists damage better than your mundane human counterparts. Once per day, if a creature critically hits you, you can choose to treat the attack as a non-critical hit.

Sink like a Stone Your swimming speed is half of what it would normally be, and you are vulnerable to force damage while fully submerged.

Skill Versatility Rock Humans don't tend to linger in one place long due to their irregular sleep pattern and as such pick up lots of skills as they travel. You gain proficiency in two skills of your choice.

Languages Rock Humans can speak, read, and write Common and one other language, usually dependant on where they spent most of their time growing up.

Part 2: The Stand User

Standing proud in the face of his enemy, a dark-clothed young man tugs down the brim of his hat before pointing a finger decisively at his enemy. "Yare yare daze..." he says, before summoning his Stand and unleashing a furious barrage of blows, roaring "Ora!" all the while and crushing his enemy.

The fabulous young man summoned his Stand, invisible to his mother, grabbed a glass bottle, and swung a mighty blow, punching through her stomach and smashing the bottle. Immediately after, his Stand activated its ability to mend things, and fixed both his mother and the bottle. The young man held up the now-sealed bottle, sneering at the parasitic Stand that was inside his mother, now trapped.

A blonde young man watched as his Stand imbued a stone with life, forming a new eye to replace one that he had lost. Healing his wounds, he strode back into the battle.

A young woman's power let her unwind herself into string. A man on horseback rides across the plains, firing his fingernails like bullets. A man traps his words in bubbles, interrogating his enemy beneath the water.

These are Stand Users, individuals of immense mental fortitude and willpower who can call upon bizarre powers to engage their foes. Though Stands may have oddly specific (and sometimes, seemingly useless) powers, the ingenuity of their users never fails to discover some way to come out on top.

Beings of Purpose

Stand Users come from all walks of life, rich and poor, near and far, human to non-human and everything in between, all somehow drawn to one another by the unseen strings of Fate. Some were born with their power, some had it thrust upon them, but regardless of how they became Stand Users in the first place, it is their destiny to become embroiled in great things.

Bizarre Adventures

The nature of Stand abilities means that however a Stand user goes about using it, the results are rarely predictable. A battle between Stand Users is usually decided by who is more clever, who knows their own power better, and how well they can read their opponent.

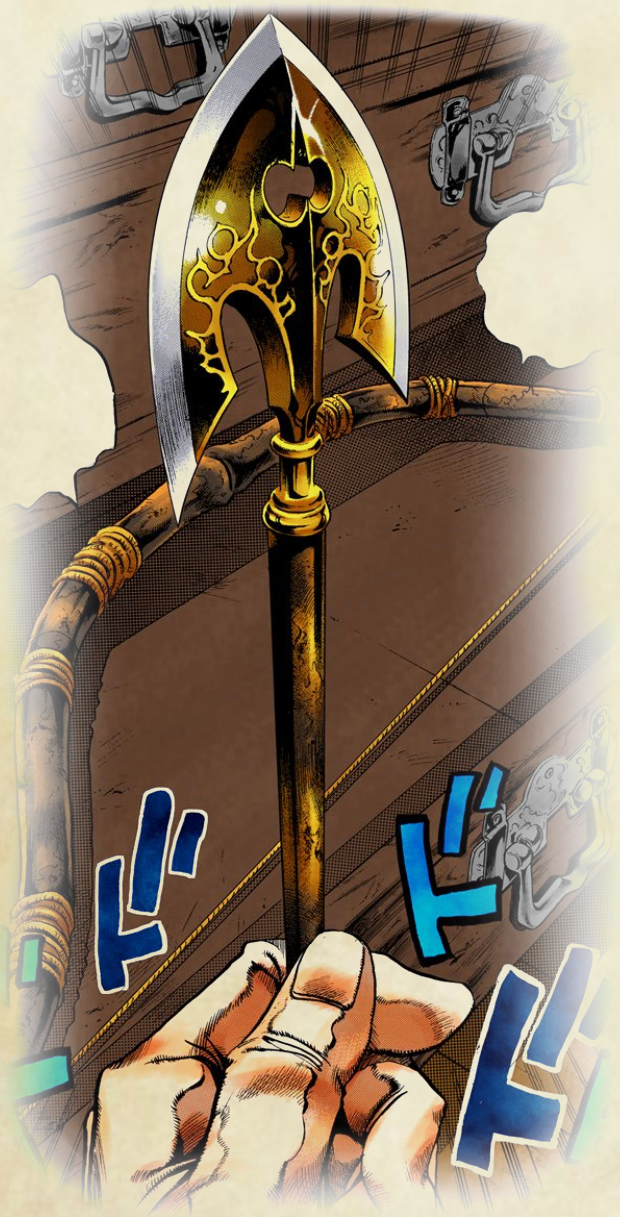
A Reflection of the Soul

A Stand is a physical manifestation of one's willpower, and a reflection of one's soul. When summoned, they appear by their user's side sometimes as a ghostly humanoid, sometimes as a weapon, sometimes as something else entirely. Regardless of the form, a Stand will always act at its user's command as an extension of their will, actively shaping the world around them.

Creating a Stand User

As you create a Stand User, consider how they obtained their power. Were they born with it? Were they pierced by a Stand Producing Arrow? Did a Vampire steal the body of their great-grandfather, attach his head to it, achieve a Stand himself and pass it down through the generations?

Also consider what they want. A Stand usually only manifests in someone who has a strong will, and having such a will means that a Stand User will usually make great strides toward their goals. Have they met other Stand Users in their life? How has having this ability, understood by so few, affected them?



The Stand User

Level	Proficiency Bonus	Features	Stand Abilities Known
1st	+2	Stand Generation	2
2nd	+2	Reflexive Defenses	2
3rd	+2	Stand Range Improvement, Stand Ability Improvement	3
4th	+2	Ability Score Improvement	3
5th	+3	Stand Archetype Feature, Extra Attack	3
6th	+3	Force of Will, Stand Ability Improvement	4
7th	+3	Partial Stand Generation, Stand Power	4
8th	+3	Ability Score Improvement	4
9th	+4	Stand Archetype Feature, Stand Range Improvement	4
10th	+4	Stand Focus	4
11th	+4	Stand Ability Improvement, Proximal Strength	5
12th	+4	Ability Score Improvement	5
13th	+5	Stand Archetype Feature, Divide and Conquer	5
14th	+5	Stand Self Resuscitation,Stand Range Improvement	5
15th	+5	Stand Ability Improvement	6
16th	+5	Ability Score Improvement	6
17th	+6	Stand Archetype Feature	6
18th	+6	Perfected Ability Focus, Improved Stand Power	6
19th	+6	Ability Score Improvement	6
20th	+6	Requiem Stand	7

Quick Build

You can make a Stand User quickly by following these suggestions. First, Charisma should be your highest ability score. Make Strength or Dexterity your next highest if you want to wield your Stand as a weapon or fight alongside it. Otherwise, your next highest stat can be anything you want. Your ability score should compliment your character: a writer might have high Intelligence; a delinquent thug might have high Constitution. Second, choose a background that compliments your Stand's abilities. If your Stand excels at combat, choose a background that offers non-combat skill proficiencies. A Stand user can be as focused or as diverse as you want, so feel free to experiment.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A handaxe or (b) 2 daggers
- (a) a Shortbow and quiver of 20 arrows or (b) a spear
- (a) an explorer's pack or (b) a dungeoneering pack
- (a) Leather armor and a tool set of your choice

Your Stand

- A Stand's AC is 13 + your Charisma modifier.
- A Stand User and their Stand share Hit Points and Actions. A Stand uses a seperate Move Action and can move up to 30ft.
- Stands are naturally visible to the user, their allies, and other Stand Users, and can be detected by any ability that detects magic. This invisibility does not grant any advantages in combat, as once they begin to attack or use an ability, they are revealed to enemies for the remainder of the encounter.
- Their attacks count as magical for determining resistance.
- Non-magical damage done to a Stand is reduced by half.
- Spells cast by a Stand use the player character's Charisma as their spellcasting ability.
- Stands can be used to make checks as a Player Character would, can move and interact with physical items, and can be used to perceive the environment.
- A Stand can share a space with its user without restriction.
- A Stand can only be as far away from its user as its Range permits.
- If a Stand User is moved against their will, their Stand will be moved the same distance and direction, as long as it remains within its Range.

Class Features

As a Stand User, you have the following class features.

Hit Points

Hit Dice : 1d8 per Stand User Level
Hit Dice at 1st Level: 1d8 + your Constitution modifier
Hit Points at Higher levels: 1d8 (or 5) + your Constitution modifier per Stand User level after 1st

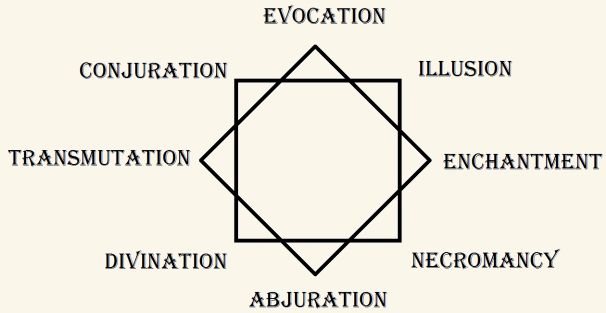
Proficiencies

Armor: Light, Medium Armor
Weapons: Simple Weapons
Tools: Artisan's Tools, Calligrapher's Tools, an instrument
Saving Throws: Charisma, Constitution
Skills: Choose two from: Athletics, Arcana, Deception, Insight, Intimidation, Persuasion, Sleight of Hand, Performance, Animal Handling

Creating Your Stand

When you create your character, follow these steps to create a Stand which can be called upon with the feature Stand Generation:

- Select an Archetype
- Select a size: Small or Medium.
- Select a shape; Humanoid, Bestial, or anything else you can imagine.
- Select 2 skills for your Stand to have Proficiency in.
- Select 1 school of Magic, then refer to the following table.



Stand Ability

The School you choose is your Stand's Primary Ability. When you gain new Stand Ability Spells, you can take spells of any level, as appropriate, from that school. The schools adjacent to those are your Secondary Abilities, you can take spells up to 6th level from them. Adjacent to those are your Tertiary Abilities, which allow up to 4th level spells. Past those are your Quaternary Schools, from which you can take up to 2nd level spells. The remaining School is your Anathema; you cannot choose any spells from this school.

- Assign its Stats. The array of stats for your Stand is: X,14,12,10,8,8, Where X is the Stand's Primary Stat, equal to your Charisma score. The remaining stats can be distributed as you see fit. Your Stand's Primary Stat changes with your Charisma.
- Name it! Naming it after bands, albums, and songs is common, but Tarot cards and pantheon deities have also been used.

Your Stand is Unique, and Specialized

For roleplayng purposes, try to keep your selected Stand Ability spells within a theme. Stands tend toward mastery over a very specific skill set, relying on the ingenuity of their user to apply them in creative ways. Beyond that, Stands adhere to no one theme; they run the gamut from muscular humanoids to bizarre mechanical creatures to swarms of tiny creatures and anything else the mind can conjure. Choose whatever look works for your character!

Stand Generation

At 1st level, you can call upon your Stand in whatever form it may take by shouting its name. This can be done on your turn and requires no action. It appears at your location, and shares your character's turn (i.e. if it attacks, that counts as your attack and so on). A Stand and its User share Hit Points. A Stand can be dismissed on the player's turn, requiring no action.

Reflexive Defenses

Starting at 2nd level, your Stand gains the ability to take reflexive actions to ensure you remain unharmed. Starting at once per Short Rest, as a reaction, your Stand can teleport to your location and impose disadvantage on an attack against you. This increases to twice at 7th level, three times at 14th, and four times at 19th.

Stand Spellcasting

Spell Attack Bonus: Proficiency + Your Charisma Modifier
Stand Ability DC: 8 + Proficiency + Your Charisma modifier

- Select 1 Cantrip and 1 First Level Spell from among your applicable Schools of Magic. Your Stand can cast 1st level spells up to half of your Charisma modifier times per day, rounded up (minimum 1). You can attempt to cast any Stand Ability spell more than its maximum number of times per day, but you gain 1 level of exhaustion in the attempt and must make a Charisma check of 10 + the level of the spell you wish to cast. If you fail, no effect is produced and that action is wasted. A success casts the spell as normal. You recover your use of Stand Ability Spells on a Long Rest. Spells cast by your Stand as their Ability ignore material components that are not consumed. Verbal components are expressed as "Stand Cries", commonly using sounds like "Ora Ora!"
- When you gain a level in this class, you can select one Stand Ability Spell you know and replace it with another spell from an applicable school of magic, adhering to the restrictions of that Stand Ability tier.

Stand Ability Improvement

Starting at 3rd level, then again at 6th, 11th, and 15th, you can select one more Spell from your Stand's Ability schools of magic.

At 3rd level, you gain a spell of 2nd level or lower that can be used twice per Long Rest. At 6th level, you gain a spell of 4th level or lower that can be used twice per Long Rest. At 11th level you gain a spell of 6th level or lower that can be used once per Long Rest. At 15th level, you gain a spell of 8th level or lower that can be used once per Long Rest.

Stand Range Improvement

At 3rd level, than again at 9th and 14th level, your training with your Stand has enabled you to operate it more effectively at greater distances. Your Stand's maximum range is increased by 5ft., and Material Stands can be wielded telepathically up to their improved range.

Force of Will

By 6th level, your power has grown along with your purpose. As a pair, you and your Stand you have manifested a power that represents your immense mental fortitude and your personal quest. Select one of the following that best describes why you set out on your journey to begin with and apply the appropriate effects to yourself:

Crusade: You feel a desire to defeat evil wherever is may spring up, crush tyranny into dust, and lay low some great threat to life, liberty, and love. Your mental fortitude creates an aura 10ft. around you that grants a bonus to saving throws made by creatures of your choice in that area, equal to your Charisma modifier.

Conquest: You yearn for power, and will reject your humanity in the search for it. Your desire manifests when you or your Stand kill a creature. You gain temporary hit points equal to your Charisma modifier that fade away at your next Short or Long Rest. These Temporary Hit points stack with other Temporary Hit Points granted by this ability.

Reparation: The world is in ruins, and you intend to fix it. Perhaps some great wrong needs to be righted, or some disaster averted. Your desire to restore the world to a healthier state allows you to, as an action once per Short Rest, meditate with your Stand to heal 1 ally or yourself Hit Points equal to twice your Stand User level.

Balance: All you want, with your deepest, truest feeling, is for things to stay the same. Maybe you want to live a normal life, or allow the people around you to exist peacefully. Once per Long Rest, you can unleash a nullifying wave centered on your Stand: all creatures within 10 feet of your Stand lose any damage resistances and immunities they have, as well as damage vulnerabilities until your next turn.

Ability Score Improvement

When you reach 4th level, then again at 8th, 12th, 16th, and 19th, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature. Alternatively, you can increase the ability scores of your Stand in the same manner, forgoing an increase to your own ability scores.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Partial Stand Generation

At 7th level, instead of manifesting your entire Stand, you can manifest a limb, or part of the weapon, and use it in place of your limb or weapon for anything you would normally use that part of your body for, applying your Stand's relevant stat to the check in question. For example, a clumsy Stand user might use their Stand's arm to grab a ledge if they fall, or a weak one might use their Stand to avoid being shoved.

Stand Power

Starting at 7th level, when you use your action to cast a Cantrip, you can make one Attack as a Bonus Action.

Ability Focus

Starting at 10th level, you can focus on your connection with your Stand and redouble your efforts to use its abilities effectively. As a Bonus Action, you can enter *Ability Focus*. While *Ability Focus* is active, any time a Stand attack or Stand Ability spell deals damage, if you roll 1s, you can reroll a number of 1s equal to your Charisma modifier but must use the new roll. If a Stand Ability Spell requires a saving throw, you can use your reaction to roll 1d4 and subract that amount from the saving throw of one affected target. You must use your Bonus Action to renew your focus each of your turns, otherwise it fades. It also fades if you go unconscious or die. You can use this ability once per Short Rest.

Proximal Strength

At 11th level, your many battles have taught you the relationship between your Stand's power and its proximity to you, and that you can push beyond your normal limits if you keep it close to you. If your Stand is within 10 feet of you, and you have spells that can be cast at higher levels for additional effects, you can cast a spell at 1 level higher than normal up to your Charisma modifier times per Short Rest.

Divide and Conquer

By 13th level, working with your Stand has broadened your mind, allowing you to divert some attention away from controlling your Stand to address other tasks. As a Bonus Action on your turn, you can take the Hide, Dash, Use Object, or Help actions.

Stand Self-Resuscitation

At 14th level, your control over your Stand has been honed to the point where, if you fall in battle, it can even save you from the brink of death. If you are reduced to 0 Hit Points, when you make a Death Saving Throw, your Stand will attempt to resuscitate you. Make a DC 10 Constitution saving throw. If you are successful, you are revived at 1 Hit Point. The DC for this saving throw increases by 5 each time this occurs, and returns to 10 after a Long Rest.

Improved Stand Power

Starting at 18th level, when you use your action to cast a Spell, you can make one Attack as a Bonus Action.

Perfected Ability Focus

At 18th level, your *Ability Focus* causes your will to explode outward through your Stand. While *Ability Focus* is active, your your Stand is resistant all types of damage except for psychic. Additionally, any time a Stand attack or Stand Ability spell deals damage, if you roll 1s or 2s, you can reroll a number of 1s or 2s equal to your Charisma modifier but must use the new roll.

Requiem Stand

When you reach 20th level, the trials and travails of your quest have pushed you beyond any preconception of limits you thought you had, and your Stand has evolved due to it. Either in response to a great need or some outside catalyst, you have awakened a new tier of power in your Stand that reflects your immense resolve. You gain one 9th level Stand Ability Spell from your Primary School of Magic that can be cast once per Long Rest. Your Charisma is increased by 4, and its maximum is now 24. You gain 1 additional use of your 7th level and lower Stand Ability Spells per day. Add a second part to your Stand's name, representing it's fully realized power or ability, for example "Gold Experience Requiem" or "Killer Queen [Bites the Dust]".

Stand User Archetypes

There are numerous types of Stands with even more varied abilities and specialties. The archetype of Stand you choose allows you to select how it will evolve, as well as how its abilities can be best turned to your advantage.

Martial Stand

Your Stand focuses on brute force and speed, and is a whirlwind on the battlefield, combining its abilities with sheer power and pinpoint accuracy.

Martial Stand Traits

Primary Ability Score: Strength
Range: 10 ft.
Unarmed Damage: 1d6 + Strength modifier bludgeoning damage, increases to 1d8 at 10th Level, then 1d10 at 15th Level

Maximum Precision

Starting at 5th level, your training has given your Stand incredible precision when attacking or blocking. As a reaction (up to your Charisma modifier per Long Rest) you can decrease damage from one projectile attack by 1d10 + charisma modifier + Stand User level. If you reduce it to 0 damage and your Stand has a free hand, it can catch the projectile and immediately throw it as a ranged attack with Proficiency.

Up-Armored Stand

By 9th level, your spirit has toughened up and so has your Stand. Your Stand's base AC is increased by 2. You can also select one weapon that manifests in your Stand's hand(s) when you summon it, and it attacks with proficiency in that weapon. Your Stand cannot be disarmed, nor can its weapon be taken. It can stow its weapon to attack unarmed. If you so choose, you can change the size of your Stand to Large.

Maximum Sutando Powah!

At 13th level, your deep resolve roars in defiance! You can make three attacks instead of two when you take the Attack action on your turn. Additionally, if you use your Action to cast a cantrip, you can make 2 unarmed Stand Attacks as a Bonus Action.

ORA! ORA ORA ORA ORA ORAAAAAAAA!!!!!

When you reach 17th level, you learn to follow in the footsteps of a great Stand User and unleash the king of brute force assaults. Once per Long Rest, as an Action you can unleash a furious barrage of strikes against a target within range of your Stand and force them to make a Strength save against your Stand Ability DC. If they fail, they take 10d12 bludgeoning damage, or half if they pass.

Technical Stand

Your Stand focuses on unique abilities, inventing creative methods of combining your Stand's power with your team or the environment to vanquish your foes.

Technical Stand Traits

Primary Ability Score: Dexterity
Range: 15ft.
Unarmed Damage: 1d6 + Dexterity modifier Bludgeoning damage

Deep Resrves of Will

At 5th level, your mental fortitude is unparalleled. You can use Stand Ability Spells of 7th level and lower one extra time per day.

Bonus Stand Ability Spell

When you reach 9th level, your Stand's capacity for utility allows you to develop its skills laterally as well as vertically. Select a Stand Ability spell of 3rd level or lower from any School of Magic you have access to. You can use it twice per Long Rest without penalty.

Specialized Ability

By 13th level, you have fought alongside your Stand enough to gain a deeper understanding of its power, and how to better utilize its strengths while covering its weaknesses. Select one of your Stand Ability Spells, and set a condition for it (i.e., 'When an enemy shows fear' or 'When an ally is attacked from behind). When that condition is met, as a reaction, your Stand can immediately cast that Stand Ability Spell up to two levels higher than its original level, spending ability uses as normal.

You can change your condition with 7 straight days of training and contemplation, at least 1 hour per day.

Additionally, if a Stand Ability spell you cast causes creatures in an area to make a saving throw, you can select creatures in that area and grant advantage on the saving throw. The chosen creatures will only take half damage from that spell if they fail, and no damage if they pass.

Glorious Ascension

When you reach 17th level, you have a deep comprehension of the upper limits of your Stands capabilities. Select one 1st and one 2nd level spell that your Stand can use. They can be cast without giving up uses of Stand Ability Spells.

Additionally, as a Bonus Action you can give up Stand Ability uses equaling the level of one of your spells to regain one use of that level of spell. (For example, one 4th level spell and one 1st level spell to regain a 5th level spell)

Material Stand

Instead of a humanoid being, you manifest your Stand as a weapon or item whose form you choose when you select this Archetype, and can combine your power to achieve incredible feats of prowess on the battlefield.

Material Stand Traits

Primary Ability Score: Constitution (Whenever you recover hit points, add your Stand's Constitution modifier to the amount recovered.)
Range: Handheld, can be operated telepathically up to its increased range
Damage: Dependant on weapon form; your Stand takes on all the traits of its weapon form. If it is a shield, gain AC as appropriate. Items are treated as improvised weapons, dealing 1d4 + Strength damage of the appropriate type. You are proficient with your Stand Weapon and can use your Charisma modifier for attack and damage rolls with it. Stand Weapons are treated as magical for the purposes of determining damage and resistance.

Soul Resonance

At 5th level, working with to your Stand has caused your powers to resonate strongly. As an action, you can cause this power to overflow for 1 minute, causing your attacks rolls to critically hit on 19-20. This changes to 18-20 at 15th level.

Masterwork Form

When you reach 9th level, your Stand's form becomes more intricately designed than before, gaining +1 to hit and damage. You can select a second form for your Stand to take and can change forms as a Bonus Action. If you miss with an attack roll, once per round you can give up one use of a Stand Ability Spell to add the level of the spell to the attack roll, potentially causing it to hit.

Witch Hunter
At 13th level, your connection to your Stand's energy deepens further, allowing you to focus it into a strikes to deal more damage. When you hit with an attack, you can spend one use of a Stand Ability Spell to roll additional d8s for damage die equal to the level of the spell given up.

Legendary Form
When you reach 17th level, your Stand's form becomes fantastically ornate, with all sorts of fancy particle effects. It now has +3 to hit and damage, and you can select a third form for your Stand to take. Additionally, you can give up a Stand Ability spell use to make two attacks as a bonus action.

Long-Range Automatic Stand
This type of Stand is usually capable of thinking and acting on its own at incredible range, at the cost of having relatively weak physical ability.

> **Long-Range Automatic Stand**
> **Primary Ability Score:** Intelligence
> **Range:** 40ft.
> **Unarmed Damage:** 1d4 + Strength or Dexterity modifier Bludgeoning damage

Autopilot
At 5th level, your Stand can be given simple commands and carry them out on its own, without further direction. Decide on one simple command or criteria (i.e. "attack things that move" or "follow body heat"). Your Stand can perform that action without you manually directing it, and will continue to do so as long as you are alive, even if unconscious, until you call it back to you or give it a new command. Additionally, if that criteria is met during combat, your Stand can use any of its 5th or lower level Stand Ability spells immediately as a reaction.

Runner in the Night
When you reach 9th level, you can command your Stand to move up to 40ft as a Bonus Action. If it does this, the next Stand Ability Spell it uses has Advantage if it is a Spell Attack, or if it forces the target to make a Saving throw, that target has disadvantage on the Saving Throw. This can be used a number of times equal to your Charisma modifier, and you regain all uses after a Long Rest.

Combat Analysis
At 13th level, if you or your Stand are attacked from an identifiable source, you can use your reaction to get a Combat Analysis from your Stand. Your Combat Analysis grants you one of the following:

- Knowledge of the target's strongest or weakest Saving Throw
- Knowledge of the targets AC
- Knowledge of what spell the target is likely to cast next (At the DM's discretion)
- Knowledge of the target's Hit Point Percentage (as calculated by the DM)

This can be used a number of times equal to half your CHA modifier rounded down (minimum 1), and you regain all uses after a Long Rest.

A Beast All Its Own
When you achieve 17th level, your Stand no longer has a maximum range, and as long as you and it are on the same plane, you can communicate with it, give it commands, and activate its abilities. Additionally, if you dismiss it, it will reappear at your location whenever you summon it next. Your Stand is also now aware of it's own power as well as its ability to develop new powers. Once per Long Rest, you can use your Action to make your Stand copy and use one of the following from a creature you can see:

- A racial feature (I.e. a Dwarf's Stonecunning or a Drow's Darkvision)
- A class feature (I.e. a Cleric's Channel Divinity or a Fighter's Action Surge)
- A spell known by your target that you have seen it use (you can use it as you would use a normal Stand Ability Spell, and it subtracts from your available uses of that level of spell)

The copied ability does not have to be used immediately, disappears after it is used, and disappears after a Long Rest.

Variant Rules

Included below are additional variant rules for some aspects of *Jojo's Bizarre Adventure* lore that don't fit directly into the base class, but offer interesting twists on the theme regardless.

Stand User Variant: Hamon

By some interpretations, Stands are a manifestation of the Hamon once wielded by ancient hunters of the undead. As such, if a practitioner of Hamon is able to develop a Stand, or a Stand User learns to harness their breath, there is precedent for Stand Users combining the supportive and empowering effects of Hamon breathing with their Stand's abilities. The following options serve as variant options to be taken in place of the standard the 10th and 18th level class features of the Stand User, allowing a Stand User to tap into the power of Hamon.

The Power of Breath

Beginning at 10th level, your spiritual proficiency had led to better control over your physical form. You can use an action to steady your breathing and exude Hamon, pure life energy, adding 1d6 radiant damage to each attack done by you and your Stand for up to 1 minute and recovering 1d4 + your Charisma modifier Hit Points at the beginning of each of your turns. Each subsequent turn, to maintain this effect, you must use your Bonus Action to continue to steady your breathing, and it fades if you go unconscious or die.

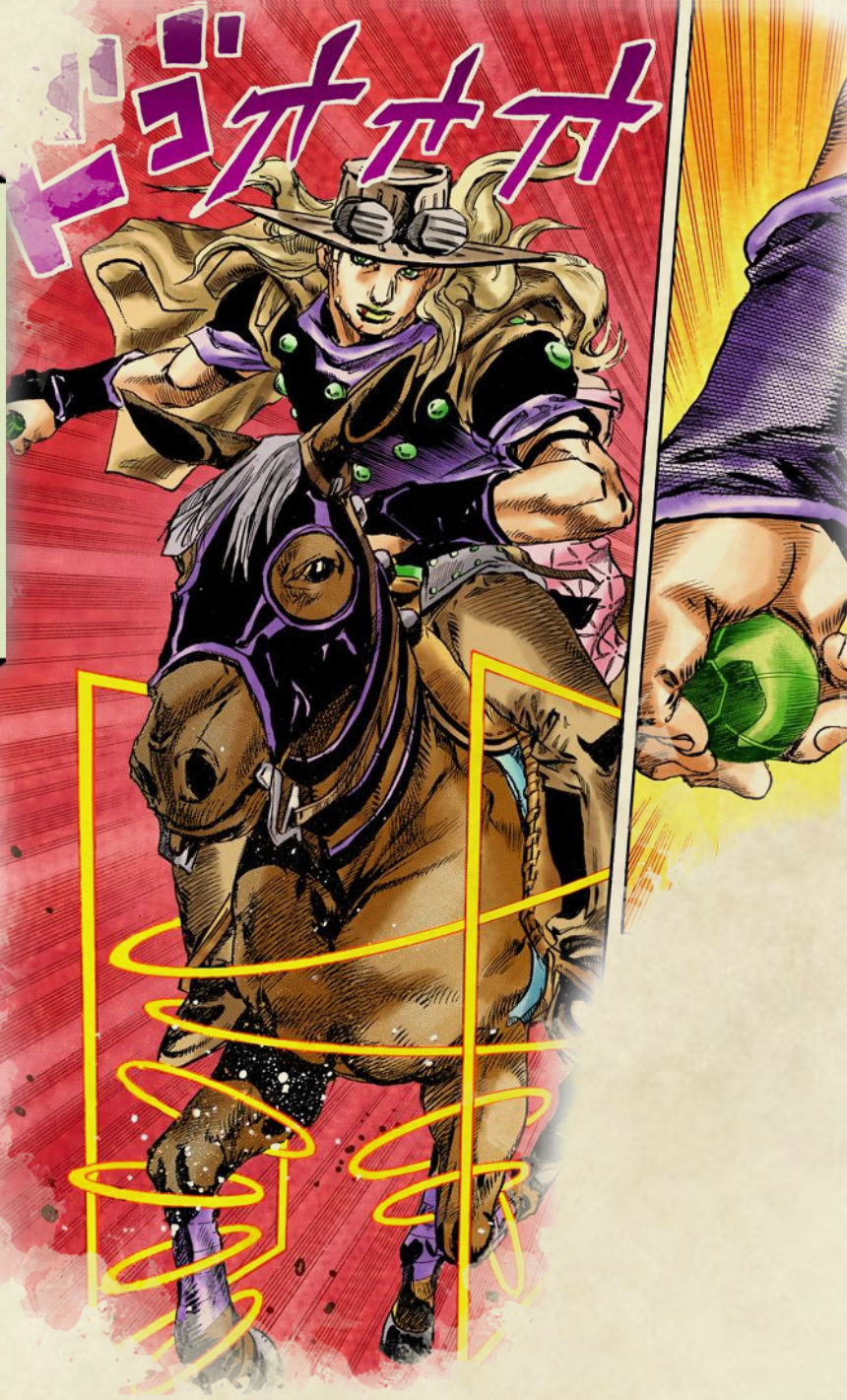
While this is active, you can also sense the location of living beings within 100 ft. of you or your Stand. You can use this technique once per Short Rest.

Hamon Overdrive

By the time you reach 18th level, your mastery of breath has reached a pinnacle. When you use "Mastery of Breath", you create an aura of bright light around you and your Stand that extends for 10 ft. around both of you, and then dim light for 10ft. beyond that. Your allies have advantage on attacks made from within this aura. Your radiant damage is increased to 1d8, and healing is increased to 1d6.

Stand User Variant: Spin

The mysterious power of Spin seems to be linked to the power of Stands; Gyro Zeppeli spontaneously developed a Stand once he used the Golden Rotation, and Johnny Joestar's Stand utilized the Spin as it's primary form of attack. Due to the strange connection between the two and their use together in the series, it stands to reason that any Stand User might find themselves with the ability to utilize the obscure art. The following options can be taken in place of the standard 10th and 18th level class features of the Stand User, allowing a Stand User to tap into the more offensive options offered by the Spin.



Spin

Starting at 10th level, as an action, you can tap into the mystic energy of rotation, twisting and tightening your body and making your attacks pierce even the mightiest defenses.

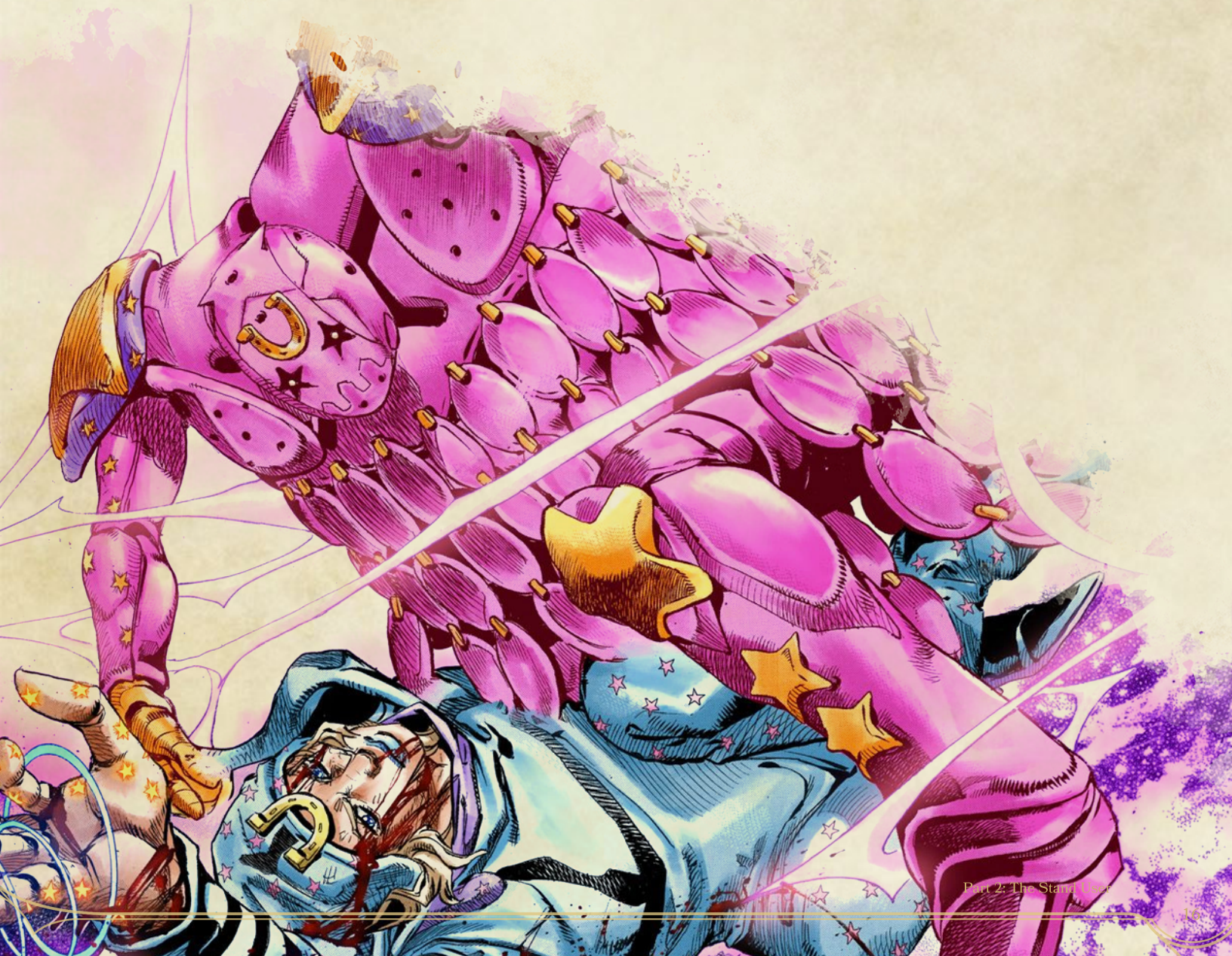
For up to 1 minute, you can add +2 to all attack rolls made by you and your Stand. Additionally, you both gain 1 AC while this effect is active, and you can perceive living beings within 100 ft. of you by sensing the vibrations generated by your Spin. Each subsequent turn, to continue this effect, you must use your Bonus Action to maintain your rotation, and it fades if you go unconscious or die.

Golden Rotation

When you reach 18th level, you have observed the forms of the natural world to a point where you understand the Golden Ratio that creates the ultimate spin, one that taps into the power of infinity. You now add +4 to hit and gain 2 AC when you use your Action to activate your Spin. Additionally, your perfected Spin generates a whirlwind 10ft. around you and your Stand that redirects ranged attacks if they fail to hit you. The direction of the attack is determined by rolling a d20. (In a harmless direction on 2-10, an enemy on 11-15, an enemy of choice on 16-20, and an ally on 1)

Stand Lore: Acts

In many cases, Stands change over time with their user. These different stages are called “Acts” and represent learning or gaining a new ability with your Stand. This is often accompanied by a change in the physical appearance of the Stand itself. For this class, one might consider one’s Stand to have gained a new “Act” at levels 6, 11, and 15.



Stand Lore: Requiem Stands

Traditionally, a Stand only obtains a Requiem form when pierced by a special Stand-producing Arrow. When this occurs, the Stand gains a new ability that represents a way to obtain what the user wants (or needs) most in that moment, albeit often in a roundabout fashion. If this bit of lore is important to you, work with your DM to determine a good manner for you to come in contact with the Arrow as you level from 19 to 20. Otherwise, your 20th level Feature "Requiem Stand" might really be a unique or unorthodox application of your existing abilities, such as an ice-based Stand freezing the air around it to stop projectiles.

Stand User Variant: Ability Type Stands

In certain campaigns and setting, “punch ghost” type Stands that manifest as separate beings might not be the best fit thematically. In those situations, you can apply the following modified rules to creating a Stand.

Stand Generation

Your Stand is a mysterious ability that developed within you, and usually manifests as some small trinket, article of clothing, nearby spirit, or physical change (i.e. dinosaur-like teeth) when you’re channeling its power. You can activate your Stand freely on your turn without using an action, manifesting its physical form on your body. This physical change is only visible to other Stand users, allies, and enemies after you have used a Stand ability or attacked them.

While your Stand is active, your AC is 13 + Charisma as long as you are not wearing Medium or Heavy Armor. While your Stand is active, you must use your Stand’s Primary Stat in place of yours for checks and saves involving that stat, but can choose whether you use your stats or your Stand's for other stats. Additionally, while your Stand is active, non-magical damage you take is reduced by 3. If your Stand is a Material Type, it still appears as a wielded object in addition to your specific manifestation.

Additionally, while your Stand is active, attacks made by you use your Stand's damage, and features that involve a Stand acting on its own are instead performed by you.

The "Stand Range Improvement" feature increases your movement speed by that amount while your Stand is active.

Part 3: Subclasses

This sections contains options for *Jojo's*-themed subclasses for the Monk and Figher classes; Monks gain access to the Way of the Ripple for a high-vitality suport playstyle, and Fighters can become Spin Warriors, harnessing the power of rotation to control the battlefield.

Monastic Tradition

At 3rd level, a monk gains the Monastic Tradition feature. The following is an additional option available to monks in addition to those offered in the *Player's Handbook* and other Wizards of the Coast works, as permitted by the Dungeon Master

Way of the Ripple

First developed by ancient hunters of the undead and refined by monasteries high atop mountains, the Way of the Ripple allows its practitioners to emulate the radiant energy of the sun by breathing in a specific way, honing their natural life energy into a weapon perfectly suited to combat the denizens of the shadows: Hamon.

Way of the Ripple Features

Monk Level	Feature
3rd	Hamon Techniques
6th	Forced Hamon Breathing
11th	Hamon Flow
17th	Hamon Overdrive

Hamon Techniques

At 3rd level, your grasp of Hamon allows you to empower your natural martial arts techniques. When you use the monk features *Step of the Wind*, *Patient Defense*, or *Flurry of Blows*, you can spend one additional Ki point to add the appropriate following effect:

Zoom Punch. When you use your *Flurry of Blows*, your attacks have a reach of 10ft. and deal 1d4 radiant damage.

Repel. When you use *Patient Defense*, once per round when you are attacked you can use your reaction to reduce the amount of damage taken by your level.

Overdrive When you use *Step of the Wind*, creatures of your choice gain Hit Points or take damage equal to your Wisdom modifier when you pass within 5ft. of them once per round.

Forced Hamon Breathing

Starting at 6th level, you can temporarily bestow the benefits of Hamon upon ordinary people. As an action, you can spend 3 Ki points to strike one creature in the diaphragm with your pinky finger outstretched, forcing them to breathe like a Ripple user and granting the following benefits for one minute:

- The target recovers 1d6 + their Constitution modifier Hit Points at the beginning of their turns.
- Their movement speed is increased by 10ft.
- They add your Wisdom modifier to Strength and Dexterity saving throws.

Hamon Flow

At 11th level, you have learned how to channel your Hamon through certain objects, allowing your abilities to have further reach. While in contact with a material, you can spend 2 Ki points to apply the effects of *Forced Hamon Breathing* to any creature touching the same material as you within 50ft. Additionall, creatures under the effects of Forced Hamon Breathing can apply the effects of *Zoom Punch*, *Repel*, or *Overdrive* without using the corresponding Martial Arts ability.

Hamon Overdrive

At 17th level, your every move and every breath is infused with rippling radiant energy. When you spend a Ki point, you can select one creature within 50ft. It recovers hit points equal to your Wisdom modifier. If an ability costs multiple Ki points, they heal 5 hit points per Ki point spent. Additionally, when a friendly creature is affected by one of your Monk abilities (excluding this one), you and that ally gain the following benefit once per round:

- Your next attack deals additional radiant damage equal to the amount of Hit Points you have recovered this turn.

Martial Archetype

At 3rd level, a Fighter gains the Martial Archetype feature. The following is an additional option available to Fighers in addition to those offered in the *Player's Handbook* and other Wizards of the Coast works, as permitted by the Dungeon Master.

Spin Warrior

In the natural world, all things seek to fall in to what is known as the "Golden Rotation"; a rectangle with approximately 16:9 dimensions. Falling into this ratio creates a truly awesome force: the Spin. First harnessed by surgeons and executioners to proveide a swift end to pain and criminals respectively, wielders of the Spin have found that it's applications are as varied as the imagination allows.

Spin Warrior Features

Fighter Level	Feature
3rd	Spin Techniques, Applied Rotation
7th	Diversified Technique
10th	Momentum
15th	Singularity
18th	Golden Rotation

Spin Techniques

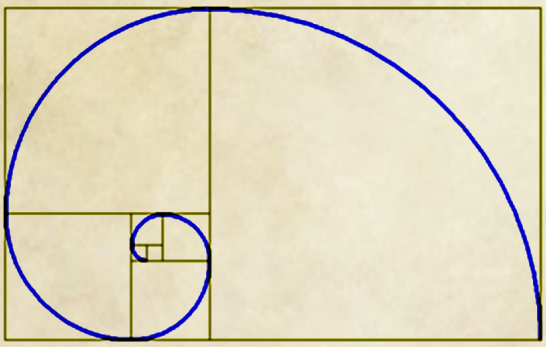
Upon choosing this Martial Archetype at 3rd level, you gain the following benefits:

- You become proficient with the *Steel Ball* weapon type and any weapons with the *Thrown* property.
- You add your Dexterity modifier to any Animal Handling checks you make.
- You gain a natural understanding of how spin applies to your body, and add your Dexterity modifier to your AC when you take the Dodge action.

Applied Rotation

Also beginning at 3rd level, as a Bonus Action you can touch a weapon, object or creature to imbue it with the energy of Spin for 1 minute. An object imbued with Spin can be subjected to the following effect as a reaction. The DC used for Spin Warrior features is equal to 8 + Proficiency + your Dexterity modifier:

- You can move an affected object a number of feet equal to your Dexterity stat in any direction. If it is unwilling, it must make a Strength Saving Throw against your DC.



Diversified Technique

At 7th level, your ability to manipulate the power of Spin has greater diversity in its application, allowing you to mimic the effects of certain spells. When you use *Applied Rotation* on a creature, you can apply one of the following effects:

- You can cast *Minor Illusion* on any humanoid, causing it to look either either as a younger version of itself or and older version.
- You can create any of the effects listed in the *Prestidigitation* cantrip.
- You can cast *Gust*.

Momentum

At 10th level, the power of your Spin has become nearly self-sustaining, allowing you to keep objects moving long after they should have stopped. When you hit with a thrown weapon attack, once per round you can choose to apply the attack roll to a number of creatures, up to your Dexterity modifier, 5ft. of your original target. If either your weapon or target are affected by *Applied Rotation* or the Spin Technique feat, the attack can target creatures up to 15ft. away from the original target.

Additionally, if an object affected by your *Applied Rotation* touches another abject, if you choose, that object is also considered affected by *Applied Rotation* for 1 minute.

Singularity

At 15th level, your Spin has begun to tap into the fundamental force of gravity, allowing you to better manipulate the field of battle. During your turn as a Bonus Action, you can select one creature or object affected by your *Applied Rotation* or Spin Technique feat: a 20ft circle centered on the target becomes difficult terrain until your next turn, and moves with the target. Objects not being worn or carried are pulled toward the center of the circle, and the targeted object must make a Dexterity save against your DC or take 1d4 of an appropriate damage type from the flung objects.

Golden Rotation

At 18th level, you have finally achieved the legendary Golden Rotation: the perfect fusion of motion and focus. When you use your reaction to move a target with *Applied Rotation*, you can apply one of the following effects to that moved target:

Ball Breaker. When you move a target, it's rotational force turns it into an unstoppable weapon. The target moves a number of feet equal to double your Dexterity score, and all creatures along the path of that movement must make a Dexterity saving throw against your Spin Warrior DC or take force damage equal to your Fighter level and have their movement reduced to 0 until the end of your next turn.

Unwind. When you move a target, your Spin revs up to such a degree that the target begins to unwind at a molecular level. The target must make a Constitution saving throw against your Spin Warrior DC. On a failed saving throw, the target immediately begins to Unwind, losing 1d4 of its AC at the beginning of each of its turns. If an object is reduced to 0 AC and 0 Hit Points, its body completely unwinds and the creature is killed, unrevivable by any means short of a *Wish* spell. An affected creature can attempt the saving throw again at the beginning of its turns, and recovers any lost AC after 1 minute.

Part 4: Magic Items

This chapter offers new magic items for players and monsters alike to supplement those found in the *Player's Handbook* and other Wizards of the Coast publications. These items relate the the universe and lore of *Jojo's Bizarre Adventure* and the power of Stands. Your DM determines if and where these items are found.

The items are presented in the order in which they appeared in *Jojo's Bizarre Adventure*.

Stone Mask

Wondrous Item, Rare

Created by the Pillar Men to surpass their previous limits, this bizarre mask rapidly extends stone spikes from around its edges when touched by blood. If worn while this happens, the wearer must make a DC 16 Dexterity save to remove the mask, otherwise the spikes puncture the wearer's head and they take 3d10 piercing damage. If the wearer survives this damage, their race is changed to Vampire, as detailed in this supplement, and they replace all racial features from their original race with those of the Vampire. Pillar Men are immune to this change.

Luck & Pluck

Weapon (longsword), legendary (Requires attunement)

The blade of the famed knight, Tarkus. After being beaten in combat by a heroic young man, he renamed it from "Luck" in that man's honor.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While you are attuned to it, this weapon has the following properties:

This Weapon has 4 charges and recovers 1d4 charges every dawn.

Luck: When you make an attack roll with this weapon, you can choose to spend charges to increase the critical range of this weapon; spending one charge, this weapon can critically hit on 19-20, 2 charges it can critically hit on 18-20, 3 charges it can critically hit on 17-20, 4 charges it can critically hit on 16-20.

Pluck: You can spend one charge to re-roll a failed saving throw.

Sawblade Hat

Wondrous Item, Uncommon

A curious but practical fashion statement worn by the leader of the thugs at Ogre Street. This hat appears unassuming at first, but pulling a hidden string reveals several blades hidden in the brim of the hat. After pulling the string, the hat gains the following properties: finesse, thrown (20/40), and deals 1d6 + Dexterity modifier slashing damage. Pulling the string again hides the blades. The hat always returns to the thrower at the end of the round, unless physically stopped or blocked.

While the blades are hidden, the hat is indistinguishable from a normal top hat. An Intelligence (Investigation) check against a DC of 18 reveals the string and the hidden blades.

Red Stone of Aja

Wondrous Item, Rare

A luminous red stone shaped like a triangle with rounded edges, these curious gems are marvelous at focusing light. While holding this gem in bright light, you can use your action to direct a beam of focused light in a 20 foot long, 5ft. Wide line. Creatures in that area must make a DC 15 Dexterity save or take 2d10 Radiant damage, or half as much on a success.

Beetle Weave Scarf

Wondrous Item, Uncommon

Woven from fibers derived from a strange breed of beetle, this scarf naturally conducts radiant energy. This scarf can be used as a +1 Whip, and if the wielder hits with an attack they can use their Bonus Action to spend a spell slot to deal an additional 1d8 radiant damage per level of the slot spent. This can be done with Ki points as well, dealing an additional 1d8 radiant damage per 2 points spent.

If this item is wielded by a creature under the effects of "The Mastery of Breath" class feature the *Hamon Technique* feat, or any *Way of the Ripple* class features, that creature gains 1 AC and always deals 2d8 extra radiant damage when it hits with an attack.

The Wedding Ring of Death

Wondrous Item, Rare (requires attunement by a Pillar Man)

These hollow rings are commonly used by Pillar Men to ensure that an individual is compelled to seek them out again, or die in the process. The Ring is hollow and filled with an incredibly potent poison, the antidote of which is kept in a hollow piercing posessed by the Pillar Man attuned to the Wedding Ring.

A Pillar Man attuned to a Wedding Ring of Death can attempt to use their body manipulation to insert the ring into another living creature, merging it with that creature's body seemlessly. The creature must make a Constitution saving throw against a DC of 18 or become merged with the Ring.

A creature merged with a Ring is unharmed for 33 days, at which point, if they have not consumed the antidote, it becomes Poisoned and takes 2d20 poison damage per day. This damage increases by 1d20 per day until the creature either consumes the cure or is killed.

This poison can only be cured by a spell of 6th level or higher.

Perfected Stone Mask

Wondrous Item, Legendary

When a Red Stone of Aja is placed into the slot on the forehead of a Stone Mask, the result is a mask that can unlock the true potential of beings even as mighty as the Pillar Men.

When worn in direct, natural sunlight, the wearer must make a DC 19 Dexterity Saving Throw as stone spikes are released from the edges to pierce the head of the wearer, dealing 6d10 piercing damage as the focused beam of light is directed into their brain. The wearer gains the ability to use the spell Polymorph on itself a number of times per Long Rest equal to its Intelligence modifier. If the wearer of the mask has any degree of sunlight sensitivity, it is removed. Afterwards, the mask and stone crumble to dust.

Cinderella's Lipstick

Wondrous Item, Rare

This small, pink tube of lipstick is imbued with the ability to "protect fate" by the Stand that created it. If a creature is affected by a spell that changes their appearence or physical characteristics, such as *Minor Illusion* or *Polymorph*, they can apply this lipstick to extend the duration of the change by 30 minutes. If they apply it every 30 minutes for 24 hours, the change becomes permanent.

The Capo's Lighter

Wondrous Item, Rare

An ornate silver lighter capable of producing a steady flame by pressing a button, this item was used to test the loyalty of prospective recruits to a gang. The test included sneaking the lit lighter out of the Capo's jail cell, out of the prison, and keeping it lit for a full 24 hours before sneaking it back into the Capo's prison cell.

This lighter hides a sinister secret though; if extinguished, the Capo's Stand [Black Sabbath] will attack the anyone near the lighter, stabbing them with a Stand Arrow hidden in it's mouth. [Black Sabbath] appears within 5 feet of the creature holding the lighter and is immediately hostile to any creatures it can see.

The Statistics for [Black Sabbath] are included in this compendium under *Section 6: Creatures*.

Stand Arrow

Wondrous Item, Rare

An ornate arrowhead crafted from a mysterious star-metal. There are said to be 6 of them.

If a creature is pierced by the arrow, they must make a DC 20 Charisma saving throw. On a failed saving throw, the power of the arrow is too much for the body and individual pierced is killed. On a successful saving throw, the pierced creature immediately gains 1 level in the Stand User Class. The archetype and abilities of the Stand are totally random, but the user can name it however they please. The DM can roll on the following tables to make the Stand, or decide themselves what it will be.

Stand Archetype (1d4)

Result	Archetype
1	Martial
2	Technical
3	Material
4	Long-Range Automatic

Stand Size (1d2)

Result	Size
1	Small
2	Medium

Stand Abilty (1d8)

Result	School
1	Evocation
2	Illusion
3	Enchantment
4	Necromancy
5	Abjuration
6	Divination
7	Transmutation
8	Conjuration

The Stats and starting spells of the Stand are chosen at the DM's discretion.

If a Stand User is pierced by the Arrow and succeeds on the saving throw, they can immediately replace one of their chosen Stand Ability Spells with one of the applicable level from any school of magic.

Requiem Arrow

Wondrous Item, Legendary

Of the six Stand Arrows, only this one can awaken the true power dwelling within a Stand. If a Stand is pierced with this Arrow, the Arrow grants the power to fulfill whatever a Stand User most desires in that moment, albeit in an often roundabout and unorthodox fashion, and often by creating an extraordinary new power. The player expresses to the DM what their character wants most in that moment, and the DM divises what the Stand's new power will be and how often it can be used.

The Debate Over Requiem Stands

There is some debate amongst scholars on the subject of whether the Arrow that granted Giorno Giovanna a Requiem is unique at all, or if being pierced by any of the Stand Arrows could produce the same effect, as seen with Yoshikage Kira and Killer Queen [Bites the Dust]. The debate argues also whether that Stand's evolution can even be classified as a Requiem.

Overall, Stands are quite a difficult subject, and rules that apply to one may not apply to another. Even certain "universal" rules for Stands have been broken, which leaves students of the art at a loss. It is the Dungeon Master's decision as to how they interpret the information presented here, and how it fits into the setting.

Steel Ball

Weapon, Exotic

This weapon has the following features: it deals 1d6 + Dexterity modifier bludgeoning damage and has the light, finesse, and thrown (60/100) traits.

Some say that executioners from a foreign land used these odd weapons to painlessly execute prisoners. Others say that they could be used to heal. Regardless of their true purpose, to master the Steel Ball is to open oneself to a variable and unpredictable martial art.

If you are proficient with Steel Balls, they always return to a location of your choosing, and can be caught to throw again immediately.

If this weapon is used by a creature under the effects of the Stand User's *Spin* class feature, the *Spin Technique* feat, the Spin Warrior's *Applied Rotation* class feature, or is affected itself by any of those features, this Weapon deals 1d8 bludgeoning damage instead of 1d6 and can critically hit on 19-20.

Variant, Wrecking Ball

Instead of the smooth or grooved Steel Balls used by executioners, some Steel Ball wielders embed smaller spheres, called satellites, into their balls that increase the destructive radius of their attacks.

If a Wrecking Ball is used by a creature under the effects Stand User's *Spin* class feature, the *Spin Technique* feat, the Spin Warrior's *Applied Rotation* class feature, or is affected itself by any of those features, this Weapon deals, this Weapon deals 1d8 bludgeoning damage and, as a Bonus Action after throwing it, the wielder can cause the satellites to burst out. Creatures within 10ft. of the target must make a Dexterity saving throw equal to 8 + Proficiency + Dexterity Modifier or take 1d8 damage bludgeoning damage as well. Creatures that fail this saving throw cannot take reactions until the Wrecking Ball wielder's next turn.

Milagro Man's Currency

Wondrous Item, any kind of currency, coin, bill, or jewel; Legendary

This item can take the form of whatever currency is used in the region it's in, but its serial number (if one exists) always ends in '13R'. Legend says that it was once owned by an arms dealer who lost his fortune in a lawsuit, went mand, and killed his entire family before burning down his mansion, leaving only a single coin. Now, a Stand is bound to this coin, and uses its powers to punish the greed in the souls of men. In certain underground circles, legends circulate about this item. Such people are wary when anyone comes around waving an excess of hard cash, and will make sure to avoid accepting or stealing anything from such people.

Curse. If a creature steals Milagro Man's Currency from it's previous owner, the curse transfers to the new owner of the currency. Every hour this creature is cursed by Milagro Man's Currency, the amount of currency on their person magically doubles. Additionally, every time they spend any currency, attempt to store it off of their person, or in any way try to relieve themselves of currency, twice the amount lost will be magically returned to them, either by the generosity of those around them, finding it nearby, or simply by magically appearing on their person. This continues until the currency is stolen from the cursed individual, or until they are crushed by the accumulated weight of their currency. In the event that the currency is stolen from a cursed individual, all of the magically created currency dissappears.

If a cursed creature is killed by this curse, all of the currency dissappears except for a single coin, bill, or jewel, which returns to circulation until it is stolen again.

The Saint's Corpse

Wondrous Item, Artifact

The withered mummy of a saint, scattered across a foreign land after his death by a disciple. Each piece of this corpse holds incredible power, able to physically merge with a creature that touches it and grant extraordinary boons:

Heart. The word "conscience" appears on the affects creature's chest, revealing the approximate location of other corpse parts. You know the general direction of other parts of the Saint's Corpse, as long as they are on the same plane as you are.

Left Arm. A small Stand, [Tusk] appears and acts as a familiar to you, as described in the *Find Familier* spell. The statistics for [Tusk] are detailed in the *Creatures* section of this book.

Right Arm. The affected creature can cast the *Heroe's Feast* spell once per day, creating only fish, bread, water, and wine as part of the meal.

Eyes. The word "Turbo" appears written around the irises of the creature merged with the eyes. The affected creature has 10ft. of truesight, and can immediately see a corpse part in the posession of another creature as long as they can see the creature.

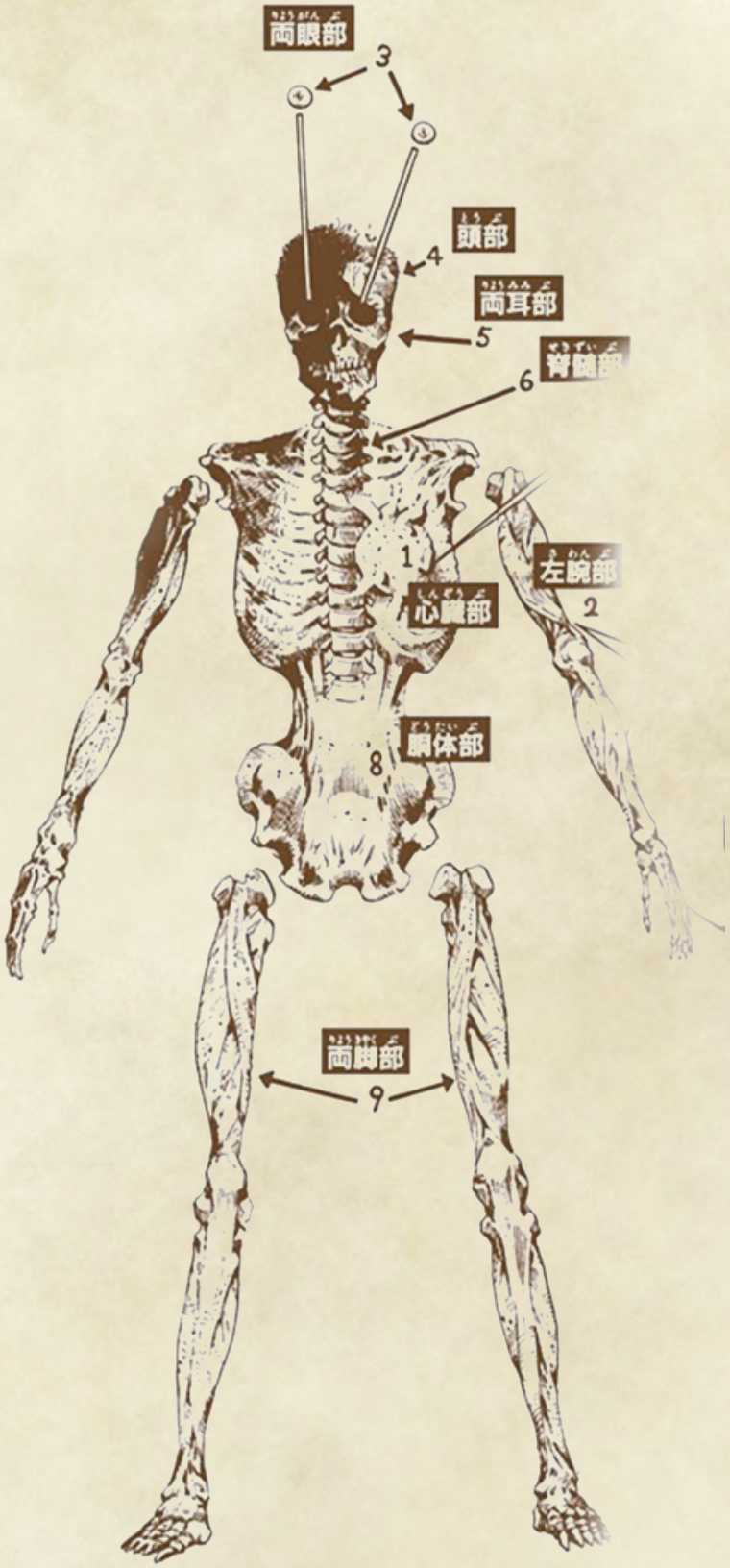
Spine. A creature merged with the spine of the Saint's Corpse gains the following ability: once per day, they are able to cast *Dimenson Door*, and can bring creatures of their choice within 5ft. of them.

Ribcage. Upon merging with the ribcage, a creature immediately becomes the peak of physical attractiveness for their race. This typically improves the physique of the creature, and improves the aesthetic of the face, though the creature is still recognizably itself. While in posession of the rib cage, a creature can add half of it's Charisma modifier to Charisma skill checks that don't already add full proficiency.

Ears. While merged with the ears of the corpse, a creature gains the ability to hear the will of the world around them, and can divine portents of what is to come. A creature can cast the *Augury* spell once per day.

Legs. If a creature merges with the legs of the Saint's Corpse, they can channel the ability of the saint to walk upon ordinarily impassible surfaces. You are able to walk across and stand on the surface of any liquid, and can choose to sink (no action required). Additionally, you are not affected by difficult terrain.

Skull. This Corpse part can only merge with a creature capable of becoming pregnant, as the skull take up residence in the womb of the affected creature. Any damage the affected creature would take is dealt to the source as well.



The Saint's Corpse parts are considered attuned to the creatures they merge with. If a creature already has the maximum number of items attuned to them, the Corpse Part takes the attunement slot of an item of the DM's choosing. If a creature is attuned to three Corpse Parts, they can freely attune to any others they encounter, so long as they are not merged with another creature. Finally, a creature can willingly end their attunement to a Corpse Part by removing it from their body, as simply as removing an article of clothing.

If a creature is merged with all nine corpse parts, the following effect is applied to that creature:

Divine Protection. A creature affected by divine protection is immune to all sources of damage, and any damage they would take is returned to the source doubled. The damage is dealt by an extremely unlikely chain of coincidences that works in the favor of the affected creature.

If a creature is merged with the entire Saint's Corpse for more than one day, they fall unconscious and become covered in a layer of steel-like material. If this state persists for 3 days, the affected creature is killed, and their body turns to dust, revealing the full Saint's Corpse.

If the assembled Saint's Corpse is kept in a safe location or place of power, over the course of the next 1d10 days the following environmental effects begin to occur in the country (designated by accepted political boundaries) where it is held:

Redirected Misfortune. Any minor illness or injury that would befall a citizen of that country is negated, and occurs instead in a place not affected by the Corpse parts.

Growing Prosperity People in the affected country find that they are, somehow, always able to pay for food, earn a living wage, and recover quickly from setbacks.

Global Reach Trade deals of the affected country always work out in favor of the affected country, catapulting the country to a high standing on the global stage.

Global Dominion If the affected country goes to war, it is almost certain to win. Only a power equal to the Saint's Corpse can prevent the affected country from winning the overall conflict, if not necessarily every battle.

If the Corpse is removed, these effects fade over the next 2d10 days.

A Word on the Saint's Corpse

The Saint's Corpse is a fickle, unwieldy artifact whose full power was never accessed during its time in *Jojo's Bizarre Adventure*. Because it has the power to grant a country essentially unrivalled dominion over it's rivals, one must be wary into whose hands it falls... or, perhaps, an entire adventure is born because it has fallen into the hands of one not suited to wield it responsibly?

Rokakaka Fruit

Wondrous Item, Rare

This odd fruit from the tropics causes a bizarre and miraculous effect when consumed: equivalent exchange. If a single bite is eaten, within 120 seconds an exchange will occur within the body of the eater, in which one part of the body is repaired totally as another turns to stone and crumbles.

If someone who is injured or ill eats the fruit, or if they are missing a body part, that part or illness will be restored to perfect health. Roll a d20 on the following table to determine which body part is exchanged, turning to stone and crumbling away.

Equivalent Exchange

Result	
20	A small piece of fingernail crumbles away. The eater is otherwise unharmed.
14 - 19	Some purely cosmetic part of the body, like an ear or the nose.
10-13	A hand, foot, arm, or leg.
6-10	A part of the body that while useful won't outright kill the eater if lost, like the jaw.
2-5	An internal organ that severely affects the health of the eater.
1	A small but crucial artery in the brain. The eater dies.

The "New Rokakaka"

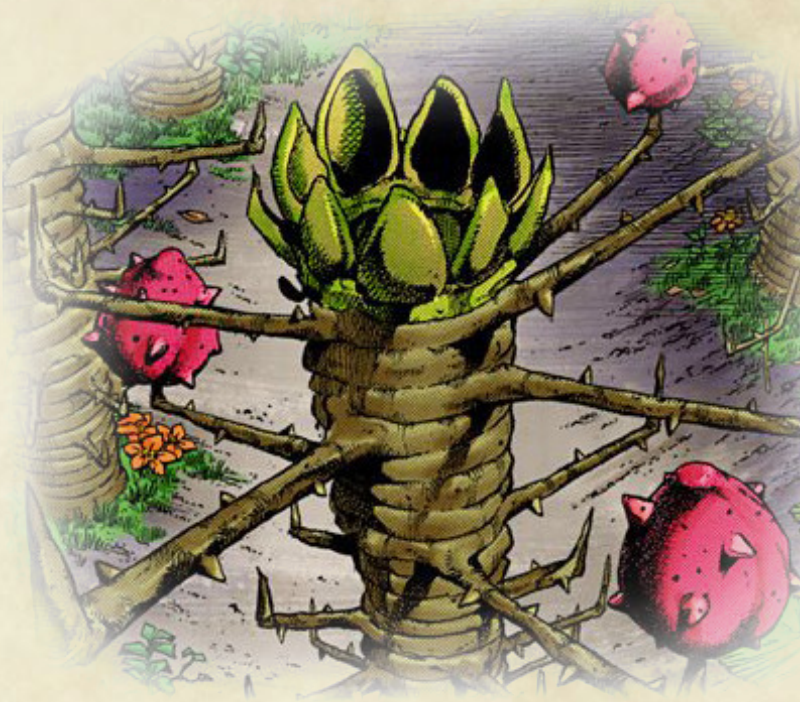
A refined version of the mysterious fruit, this "New Rokakaka" can exchange parts from any two willing creatures as long as they are touching. When determining which part of the body is exchanged using the chart above, if the creature that consumed the fruit is touching a willing creature, you can instead apply that affect to the other creature. Additionally, if the fruit is fed to a creature that has been dead for less than a day, a willing creature can touch that deceased creature and exchange their life for its. The creature then turns to stone and crumbles away to dust.

A Note on Equivalent Exchange

When the Rokakaka was used in *Jojo's Bizarre Adventure*, it's effects were extremely unpredicatable, and those of the "New Rokakaka" even more unpredicatable and mysterious yet. It's ability to resurrect the dead by exchanging a life seemed to create a new being althogether by fusing the two people in question, creating a man who has traits from both of the people he used to be, but no memories of either of them. The ramifications of this offer myriad opportunities to the discerning Dungeon Master; if the random nature of the "New Rokakaka" seems interesting, I recommend using the random character tables found in *Xanathar's Guide to Everything* modified to only include traits from the creatures in question.

Rokakaka 6251

A turqoise-colored serum created using the Rokakaka with the intent of minimizing its potentially negative side effects. It was mostly successful, though the danger of exchanging an artery in the brain still persists... If consumed, roll on the *Rokakaka Fruit's* exchange table and reroll if the result is 2-13.



Part 5: Feats

This section contains various feats that, in addition to those made available in the *Player's Handbook*, can be taken in place of an Ability Score Improvement at the discretion of the DM.

The Secret Joestar Technique

A special technique passed down through a legendary family of Hamon, Stand and Spin users. You can increase your Strength or Dexterity score by 1. Once per Long Rest, you can use this feat to gain the following benefits for 1 minute:

- If you are moving away from a creature you perceive to be hostile or dangerous, you can use Dash as a Bonus Action
- Your Dash allows you to move twice your normal movement speed.
- If you use the Hide Action that Dexterity (Stealth) check is made with advantage.

Hamon Technique

Prerequisite: 13 Wisdom or Constitution

A technique developed by ancient martial artists and vampire hunters to channel the power of breathing into pure life energy. Once you learn this technique, you can focus on your breathing as an Action once per Short or Long Rest to apply the following effects for 1 minute:

- You gain resistance to cold and necrotic damage
- You emit bright light for 10 feet and dim light for another 10 feet
- You have advantage on attacks made against undead creatures
- Once during the minute this is active, you can use you Bonus Action to recover Hit Points equal to your level, or end one condition affecting you.

I Can Even Lift This Rock!

The only proper way to see if you're feeling better after healing is to test it out. Your Constitution score increases by 1, and once per Long Rest you can use the following ability:

- When you make an attack roll, skill check, or saving throw after recovering hit points, you can add the number of dice rolled for that healing to the result of the attack roll, skill check, or saving throw. You can apply this effect after rolling but before the result is determined.

It Was Me!

You revel in the feeling of stealing the hopes and dreams of good people, and the reveal that you were the cause of their suffering is the sweetest elixir you can think of. You gain proficiency in either Persuasion or Deception. If one or more creatures are surprised when you roll initiative, you can select one of the surprised creatures: for this round of combat, any attacks you make on that creature automatically hit it, and it automatically fails any saving throws your force it to make.

Next You'll Say...

You've discovered that the secret to victory is often knowing what your opponent will do before they know it themselves. Your Wisdom score is increased by 1 and you gain proficiency in the Insight skill. Additionally, you can use the following ability up to your Wisdom modifier times per Long Rest:

- As a reaction, you can make an Insight check against a creature you can see, the DC of which is equal to the target creatures Intelligence stat. If you are successful in this check, you have advantage on the next saving throw or skill check that creature imposes on you, or if it attacks you that attack has disadvantage.

Menacing

Something about your aura has a deeply unnerving effect on the creatures around you. You gain the following benefits:

- You gain Proficiency with the Intimidation skill.
- If a creature is frightened of you, it has disadvantage on saving throws while you are within line of sight.
- The first time you attack a creature that is frightened of you on your turn, you deal additional damage equal to your Charisma modifier.

Awaken, My Masters!

The passion and power in your voice, when tapped into, can awaken creatures long left dormant. When you stabilize a creature at 0 hit points, you can tell it to awaken, spending and rolling one of your Hit Dice to restore that many plus your Charisma modifier hit points to the creature you stabilized.

Oh, You're Approaching Me?

During combat, at the end of your turns, you can select one creature you can see. If that creature moves toward you, you can use your reaction to make an attack of opporunity or cast a spell at the creature. The spell must have a casting time of one action and only target that creature.

I Have a Dream

When pushed to the limit, your resolve allows you to push onward to accomplish your dream. Your Charisma is increased by 1, and once per day when you are forced to make a saving throw, you can choose to use your Charisma modifier in place of the original stat.

The Taste of a Liar

When someone lies, their deception is exuded through every pore. You gain proficiency in the Insight skill, and can add double your proficiency to Wisdom (Insight) rolls made to detect lies if you can taste the creature in question.

It Just Works

Sometimes, your powers are beyond even your own understanding, and they just work. If you force a creature to make a Saving Throw where they would only take half damage on a pass, once per day you can choose to do full damage regardless of the result of the saving throw. Additional effects of spells and abilities are still determined by result of the saving throw. This damage is not reduced by features and abilities such as *Evasion*.

Bizarre Poseur

Your body can contort into fantastic poses, granting the following benefits:

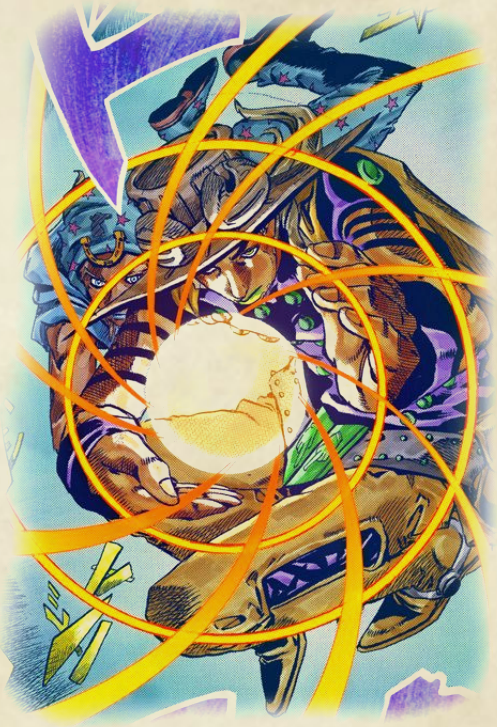
- You gain proficiency in the Performance and Acrobatics skills.
- You can strike a bizarre pose, granting advantage on Charism (Performance) and Charisma (Persuasion) checks made to pursuade or convince another creature.
- While in a bizarre pose, creatures that are talking to you must make a Charisma saving throw against a DC equal to 8 + Proficiency + your Charisma modifier in order to walk away.

Spin Technique

Prerequisite: 13 Dexterity or Intelligence

A technique developed by executioners in a distant land, the Spin harnesses the energy generated by rotating objects to unleash precise strikes, execute painlessly, and even cure certain injuries and illnesses. Once per Short or Long rest as an action, you can set any object you can hold with one hand to spinning for 1 minute and use it to apply the following effects:

- Attacks with that object have +1 to hit and damage
- You can use your reaction to reduce damage taken by an attack by your Dexterity modifier
- You can allow the Spin to flow back into your body, increasing or decreasing your size by one category as a Bonus Action. This change affects your carrying capacity, changing appropriate to your size.
- If you make an attack with that object while undetected by your target (as determined by your Stealth (Dexterity) versus their Passive Perception (Wisdom)), that attack deals additional damage equal to your level. This can be done once during the minute this effect is active.



Part 6: Creatures

This chapter includes new creatures for your players to face as they set off an a bizarre adventure, in addition to those in *The Player's Handbook*, *Monster Manual*, and other Wizards of the Coast publications. They are presented in the order they appear in *Jojo's Bizarre Adventure*.

Undead Knights

Raised from an eternal rest to serve the Vampire Dio Brando, Bruford and Tarkus found their considerable strength and skill turned to the cause of darkness. Killed unjustly for defending their Lady to the last, these two once-champions are now free to take their revenge upon the living.

The Challenge of Seventy-Seven Rings

Two of only five warriors ever to complete The Challenge of Seventy-Seven Rings, the names of these knights are renowned across the land. The challenge consists of ascending a mountain wearing a great iron ring, and fighting seventy-seven other warriors, claiming a ring from each as they continue to climb.

Bruford the Black

Medium Undead, Lawful Evil

Armor Class 18
Hit Points 144(17d8+68)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	10 (0)	18 (+4)

Saving Throws Strength +10, Charisma
Skills Perception +5, Athletics +10, History +6
Damage Resistance Cold
Damage Immunities Necrotic
Damage Vulnerabilities Radiant
Senses passive Perception 10, Darkvision 120ft.
Languages Common
Challenge 13 (10,000 XP)

Undead Nature Bruford, being undead, doesn't need to breathe, eat, drink, or sleep.

Danse Macabre Bruford can use his hair as a weapon to react quickly to foes. Bruford can make 2 reactions per turn.

Innate Spellcasting Bruford can cast the following spells naturally with a DC of 17, without any verbal or material components:

At Will: Command, Chill Touch, Heroism

1/ day: Compelled Duel

Actions

Multiattck Bruford makes 3 attacls: one with his Danse Macabre, then 2 with Luck.

Danse Macabre *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit*: 18 (2d8+5) slashing damage. The target is grappled, and can escape on a DC 18 Strength (Athletics) check. Bruford can only grapple one target at a time with Danse Macabre.

Longsword "Luck" *Melee Weapon Attack:* +10 to hit, reach 5ft. Hit: 8 (1d8+5) slashing damage or 9 (1d10+4) slashing damage if wielded with 2 hands. Bruford can also choose to wield this sword with his hair, which deals an additional 1d12 slashing damage. He cannot do this if he is grappling a creature with Danse Macabre.

Final Danse If a creature is grappled by Danse Macabre, Bruford can use his Action to attempt to crush the life out of the creature. The grappled creature must make a DC 17 Strength Saving Throw. If it fails, that creature becomes restrained, blind, and cannot breathe. A creature restrained by this ability takes 3d8 bludgeoning damage at the start of each one of their turns, and can attempt the saving throw again.

Tarkus the Dark Knight

Large Undead, Lawful Evil

Armor Class 18 (Platemail)
Hit Points 210(20d10+100)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	10 (0)	8 (-1)	8 (-1)

Saving Throws Strength +12, Constitution +10
Skills Perception +4, Athletics +10, History +6
Damage Resistance Cold
Damage Immunities Necrotic
Damage Vulnerabilities Radiant
Senses passive Perception 10, Darkvision 120ft.
Languages Common
Challenge 13 (10,000 XP)

Undead Nature Tarkus, being undead, doesn't need to breathe, eat, drink, or sleep.

Chain Neck Deathmatch Creatures grappled by Tarkus at the beginning of their turns gain 1 level of exhaustion.

Monstrous Weapons Tarkus' immense strength allows him to wield weapons with the "Two-handed" trait with one hand. Weapons with this property wielded with two hands deal an extra die of damage (included in the damage roll).

Actions

Multiattack Tarkus makes 3 attacls: one with his Chain Collar, then 2 with his Greatsword.

Chain Collar *Melee Weapon Attack:* +12 to hit, reach 30ft., one target. *Hit*: 19 (3d8+7) bludgeoning damage. A creature hit by this attack is grappled, and must make a DC 20 Strength Saving Throw every time Tarkus uses the Chain Collar attack. On a failed saving throw, that creature is moved to the location of the target of the attack and takes the same amount of bludgeoning damage. On a passed saving throw, the target is no longer grappled and does not move. Tarkus can only grapply one creature at a time with this attack.

Greatsword *Melee Weapon Attack:* +12 to hit. *Hit* 13 (2d6+7) slashing damage or 16 (3d6+7) slashing damage if wielded with 2 hands.

Hell-Heaven Snake Kill (Recharge 6) Tarkus leaps into the air above a creature grappled by his Chain Collar within 30ft and attacks from high and low with his chain. The grappled creature must make a DC 20 Dexterity Saving Throw. On a failed saving throw, the target takes 54 (12d8) bludgeoning damage, or half on a successful one. If a creature is reduced to 0 Hit Points by this damage they are killed instantly as their body is torn in half.

Black Sabbath

Medium Humanoid, Lawful Evil

Armor Class 13
Hit Points 66(12d8 + 12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	10 (0)	8 (-0)	8 (-1)

Saving Throws Dexterity +7
Skills Stealth +7
Damage Vulnerabilities Radiant
Damage Resistance Bludgeoning, Piercing, Slashing from nonmagical, nonsilvered weapons
Condition Immunities Exhaustion, Paralyzed, Petrified
Senses Passive Perception 9, Darkvision 120 ft.
Languages Common
Challenge 5 (1800 XP)

Light Sensitivity. While in bright light, [Black Sabbath] has disavantage on attack rolls, as well as Wisdom (Perception) checks relying on sight.

Shadow Stealth. While in dim light of darkness, [Black Sabbath] can take the Hide action as a Bonus Action.
Shadow Empowerment While in dim light or darkness, [Black Sabbath] can roll an additional damage die when it hits a creature, has advantage on Strength (Athletics) checks, and its movement speed is doubled.

Actions

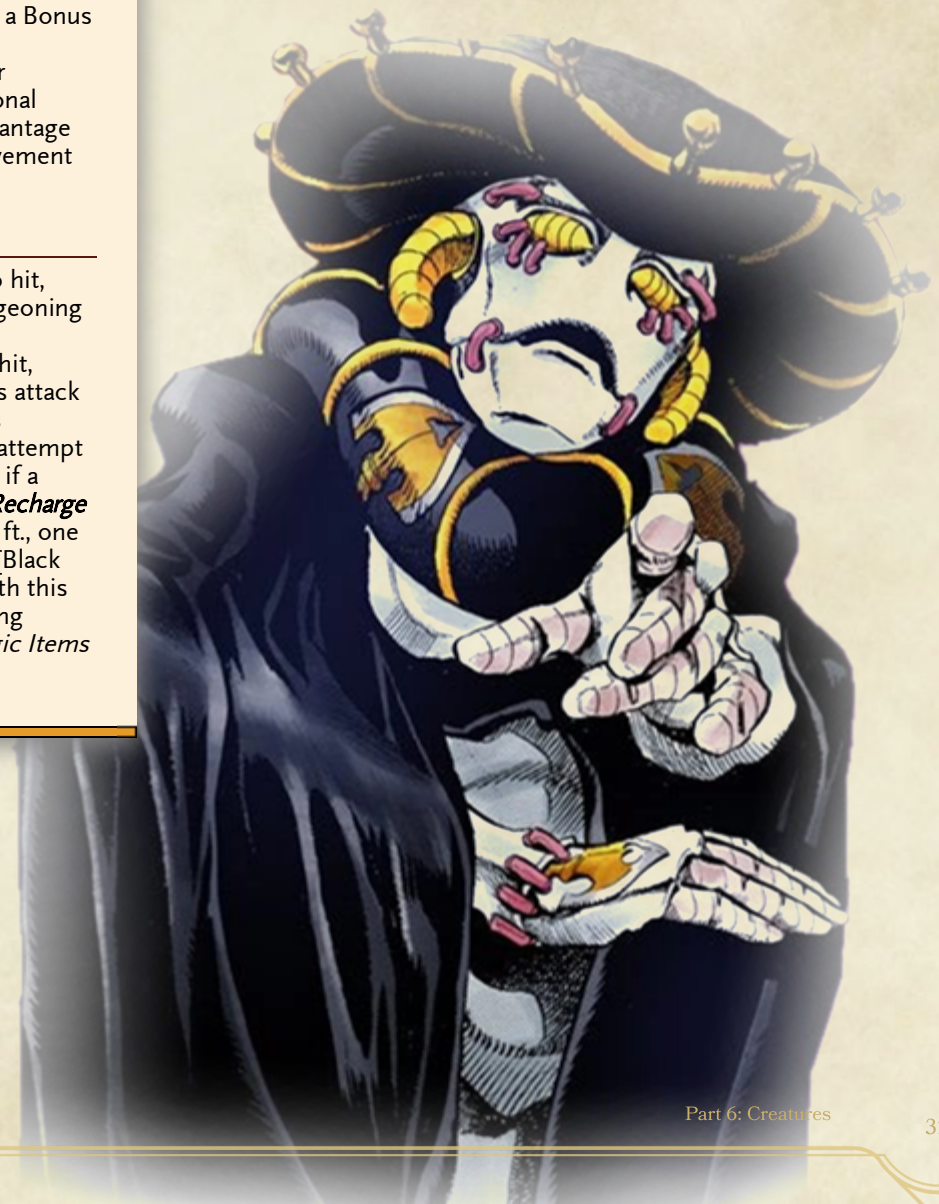
Shadow Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 4) bludgeoning damage
Soul Strangle. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 7 (1d4 + 4) If this attack hits, the target creature is grappled and has disadvantage on any skill checks it uses to attempt to escape. This attack automatically misses if a creature doesn't have a soul. ***Stand Arrow.(Recharge 6)*** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) piercing damage. If [Black Sabbath] is grappling a creature and hits with this attack, that target creature is treated as being pierced by a Stand Arrow (listed in the *Magic Items* section).

A Test of Loyalty

When the Capo of a certain gang needs to test the loyalty of prospective new members, he offers them a test: simply keep the flame of his lighter burning for 24 hours. The test is complicated some by the Capo's currently being imprisoned in a maximum security facility, but that allows his recruits to truly demonstrate their skills in sleight of hand. The true test comes from when the lighter is extinguished: the Stand [Black Sabbath] emerges and targets the nearest living creature. It attacks any creature near it, seeking to pierce their soul with the Stand Arrow hidden in its mouth. If the recruit survives the encounter, they will likely have developed a Stand, making the gang that much stronger.

Within the Shadows

Able to operate with seemingly no range limit, [Black Sabbath] is abnormanlly powerful for a Long-Distance Stand, but that power comes with a cost; when exposed to sunlight, it weakens significatnly. While in darkenss, it flits about with ludicrous speed to outmaneuver it's prey with what shadows are available to it. [Black Sabbath



Coco Jumbo

Tiny Beast, True Neutral

Armor Class 11 (Shell)
Hit Points 2 (1d4)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	8 (-1)	10 (0)	1 (-5)	8 (-1)	16 (+3)

Saving Throws Charisma +3
Senses passive Perception 9
Languages -
Challenge 0 (0XP)

Actions

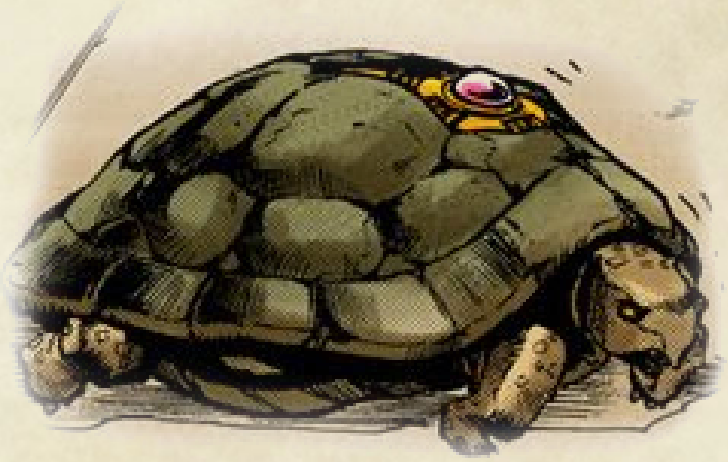
Bite *Melee Weapon Attack:* -4 to hit, reach 5ft., one target. *Hit* 1 (1d4 - 1) piercing damage.
Mr. President Coco Jumbo activates it's Stand, [Mr. President], to create a pocket dimenson in the jewel of the key on it's back that lasts as long as the key is inserted. Any creature that touches the key is transported to a small, modestly decorated room large enough for 6 medium creatures to lounge comfortable. The room is furnished with a large couch, several chairs, a mini regrigerator stocked with cold drinks, and several magazines that are always the most recent edition. While inside [Mr. President], creatures are unable to be detected by outside creatures but can still be affected by spells and effects that affect an area. If the key in Coco Jumbo's back is removed, all creatures currently inside [Mr. President] are forced back into the same plane as Coco Jumbo to the nearest empty space within 5 ft.

A Simple Creature

In almost every way an ordinary land turtle, Coco Jumbo has a large divot on its back that perfectly fits an ornate key. Inserting the key into that divot activates Coco Jumbo's Stand, [Mr. President], creating a comfortable pocket dimension that's perfect for providing safe haven for a few creatures.

Unexpected Side Effects

In a curious twist of fate, a Stand once swapped the soul of Coco Jumbo with that of a Stand User whose body had died, allowing his ghost to live on in Coco Jumbo's pocket dimension. At the discretion of the Dungeon Master, a soul could already be present in the pocket dimension, able to assist or direct the players in interesting directions.



Rods

Large Swarm of Tiny Monstrosities, Chaotic Neutral

Armor Class 17 (Natural Agility)
Hit Points 150(15d10)
Speed 0ft,fly 60ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	10 (0)	5 (-3)	18 (+4)	6 (-2)

Saving Throws Dexterity +10, Wisdom +7
Skills Perception +4, Athletics +10, History +6
Damage Resistance Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 18, Blindsight 50ft.
Languages None
Challenge 10 (5900 XP)

Swarm The Rods can occupy another Creatures space and vice versa, and can move through any opening large enough for a fly.

Thermal Detection The Rods' Blindsight is based on sensing differences in temperature. Any creature that is the same temperature as the area around them is effectively invisible to the Rods.

Thermal Consumption The Rods gain energy by consuming heat as they pass by warm objects. Once per round, when the Rods deal cold damage, they recover hit points equal to half the amount of the damage dealt.

Innate Spellcasting The rods can cast the following spells naturally with a DC of 16, without any verbal or material components:

At Wil: Gust, Sleep, Blindness/Deafness

1/day: Contagion

Actions

Concentrated Flyby Melee Weapon Attack: +10 to hit, reach 10ft., up to 3 targets. Hit: 18 (3d8+6) cold damage.

Localized Illness (Recharge 5-6) The Rods can remove the heat from specific organs and areas of a creature's body, causing them to become vulnerable to illnesses or fail entirely. Any creature currently sharing a space with the Rods must make a DC 16 Constitution saving throw or be subjected to one of the following effects:

- The Rods steal heat from a creature's eyelids, causing them to droop in inflicting them with the Blind condition
- The Rods steal heat from the muscles in a creature's legs, causing them to fall prone.
- The Rods steal heat from a creature's vocal muscles, rendering them unable to speak.

Mysterious Fliers

Captured on photo by ambitious amateur cryptozoologists, the true nature of these creatures remains a mystery. What is certain is that they fly with incredible speed and agilty, appearing almost as flashes of light as they seek their primary food source: bodily heat. Supposedly, there was once a Stand that could control these creatures...

Guardian of the Arm

The Stand assigned to guard the Left Arm of the Saint's Corpse, it appears to lend its power to anyone who merges with the holy relic. Posessing it's own will and sapience, Tusk is a generally kind being who will help the person bound to the arm as long as they are a good person at heart. It occasionally utters the sound "Chu-mi-min".

Growing Power

Despite being bound to the Left Arm, Tusk is not limited in it's potential to grow in power. The Tusk that appears to the bearer of the Left Arm is known as Act I, and can grow as far as Act IV: a mighty Stand that taps into the infinite potential of the Spin.

Tusk

Tiny Fey, Neutral Good

Armor Class 13 (Agility)
Hit Points 10 (3d4 + 3)
Speed 0ft., fly 30ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	10 (0)	10 (0)	14 (+2)

Saving Throws Dexterity +5
Skills Stealth +5, Insight +2
Languages Understands Common
Challenge 1 (200 XP)

Magic Resistance. Tusk has advantage on saving throws against spells and magical effects.
Familiar. If Tusk is bound to another creature as a familiar due to the effetcts of the Saint's Corpse part "Left Arm", the two form a telepathic bond. While Tusk is within 10ft. of it's bound creature, the two share Tusk's *Magic Resistance*. Additionally, the creature bound to Tusk is able to utilize their finger and toenails as ranged weapons with the following properties: 1d6 + Dexterity modifier piercing damage, Ranged (40/80), Light, Ammunition 20. Nails are reloaded after a short rest, as they must regrow.

Actions

Pummel. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3)

Developing Tusk

If a player character binds with the Left Arm of the Saint's Corpse early in the story, it might be worth considering how it could grow into its later Acts. Aside from a character taking levels in the Stand User class or *Spin Warrior* Fighter class, which could be rather restrictive, the Dungeon Master might offer the following features as a reward for hitting certain milestones in their charcter arc:

- Act II: If a character misses a ranged attack with their fingernails, they can use their bonus action to re-roll any or their attack rolls that have missed this turn, potentially causing them to hit as the bullet holes chase the attack target.
- Act III: Instead of taking your normal movement action, you can spend your movement after hitting a creature or object with to teleport to an empty space within 5ft. of the creature or 0bject hit by that attack.
- Act IV: Consider permitting a "Once per Day" use of the *Spin Warrior*'s *Unwind* feature, or only allow it during emotionally pitched battle, which it receives at 18th level. Due to the power of Act IV, any features more powerful or consistent than this may unbalance your encounters.

Rock Creature "Doremifasolati Do"

Large Beast, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 136(13d10+65)
Speed 15ft., Burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	4 (-3)	10 (0)	6 (-2)

Saving Throws Strength +7
Skills Perception +2, Stealth +2, Athletics +7
Damage Resistance Bludgeoning, Piercing, Slashing from nonmagical weapons
Condition Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 18, Tremorsense 50ft.
Languages Understands simple commands spoken by its master but cannot speak
Challenge 6 (2300 XP)

Burrowing Mount If a creature is riding Doremifasolati Do, that creature can remain mounted while Doremifasolati Do is travelling underground.

Charging Tackle If Doremifasolati Do moves 20ft. straight toward a creature then hits it with a tackle attack in the same turn, that tackle attack deals an additional 9 (2d8) bludgeoning damage.

Actions

Tackle Melee Weapon Attack: +9 to hit, 5ft. Reach, one target. Hit: 12 (2d8+4) bludgeoning damage.

Churn Earth (Recharge 5-6) Doremifasolati Do spins its treads fiercely, creating a 20ft. circle around it of churning, unsteady ground. This area is treated as difficult terrain, and any creature that starts or ends its turn in this area must make a DC 17 Dexterity Saving Throw or be knocked prone.

Between Beast and Mineral

Often seen in the company of and associated with the mysterious "Rock Humans", these "Rock Creatures" are similarly enigmatic. Serving no identifiable purpose, the mystery of "Rock Creatures" continues to baffle scholars to this day.

Curious Companions

Originally found as the mount and transportation of a deranged doctor Rock Human, Doremifasolati Do was seen to be fiercely loyal, if not terribly intelligent. It used it's great strength and mobility in conjunction with it's master's Stand to defend the secret of the Rokakaka Fruit.

Rock Creature "Hairpin"

Tiny Beast, Unaligned

Armor Class 14 (Natural Armor)
Hit Points 30(20d4-20)
Speed 5ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	8 (-1)	6 (-2)	6 (-2)	18 (+4)

Saving Throws Dexterity +6
Skills Stealth +6
Languages None
Challenge 3 (700 XP)

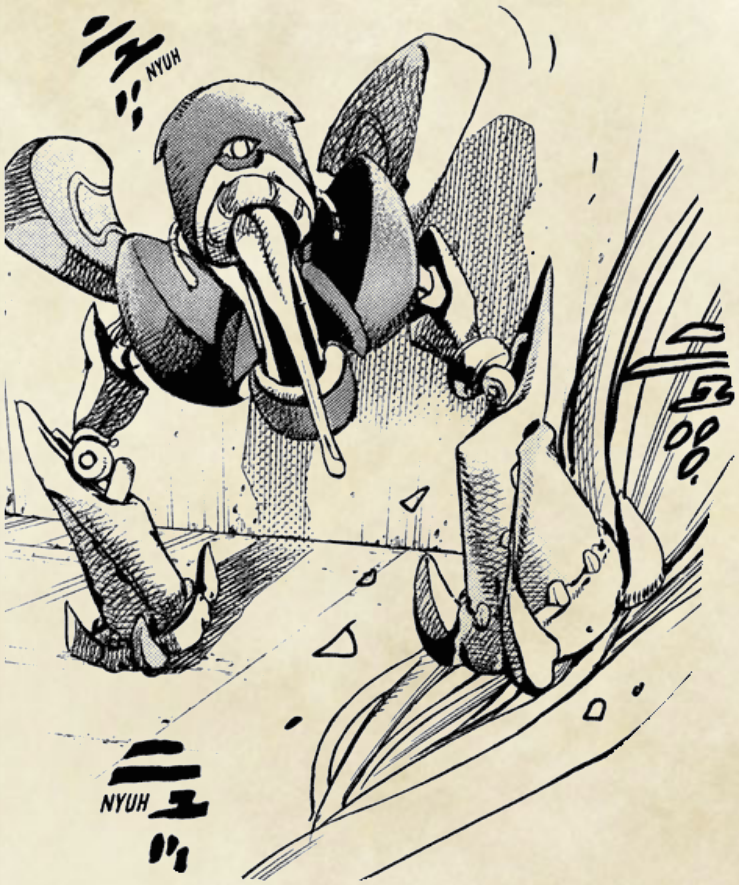
Natural Camouflage While this creature is not moving, it is indistinguishable from a normal, if ornate, hairpin.

Painless Parasite While this creature is hidden on the body of another creature, it will cast *Major Image* once per day as an Action with a DC of 15, using Charisma as it's spellcasting modifier. The conjured image will usually be of a loved one, often delivering bad news.

Actions

Proboscis Melee Weapon Attack: +6 to hit, one target. Hit: 6 (1d4+4) piercing damage. Areas of the body affected by this attack become gray and flakey, as with severe dandruff.

Psychological Torment While this creature is hidden on the body of another creature, it will cast Major Image once per day as an Action with a DC of 15. The conjured image will usually be of a loved one, often delivering bad news.



Bad News

Bought by a young girl at a swap meet, this hairpin resembles one that may have been worn during the Qin Dynasty. Once worn, however, it takes on a life of it's own and begins to drain the life of the wearer.

All in your Head

After a time, the hairpin-creature began to create hallucinations visible only to that young girl, culminating in a vision of her father ending their relationship and driving her to suicide. The hairpin was destroyed, but it's ends remain a mystery.

Rock Creature "Dododo De Da Da Da"

Tiny Beast, Neutral Evil

Armor Class 18
Hit Points 1 (1d4 - 1)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	12 (+1)	5 (-3)	6 (-2)	16 (+3)

Saving Throws Dexterity +8
Skills Stealth +8
Languages Understands Common
Challenge 8 (3900 XP)

Magic Resistance. Dododo De Da Da Da has advantage on saving throws against spells and magical effects.
Elusive. This creature is extraordinarily hard to pin down. If Dododo De Da Da Da is subjected to a saving throw of any kind that would cause it to take half damage on a successful save, it instead takes no damage.
Phasing. Dododo De Da Da Da can phase through nonmagical materials, passing through solid objects as though they were air and applying the effects of the *Hide* action to itself. It can stop while inside of those materials without suffering any ill effects. While inside of solid object, Dododo De Da Da Da has full cover.

Actions

Multiattack. Dododo De Da Da Da makes 2 attacks, one with its Bite and one with its Stinger.
Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 7 (1d4 + 5) piercing damage.
Stinger. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 7 (1d4 + 5) piercing damage. If a creature is struck by this attack, it must make a Constitution saving throw against a DC of 15 or become poisoned. It can attempt this saving throw again at the end of its turns. A creature poisoned in this way takes 1d8 poison damage for every 5ft. it moves and can hold its breath for half as long as it normally could.
Object Contruction (Recharge 5-6). Dododo De Da Da Da is extremely skilled at manipulating its environment with its webs. It can use any objects in the area along with its webs to create a copy of any object it has seen in the last minute. If it creates a weapon, it can use the damage and range/reach of that weapon in place of it's Stinger's.

Clever Hunters

Despite being small in size, this creature is arguably an even greater than than its larger Rock Creature counterparts. It is no more durable than a normal insect, but it's ability to phase through solid matter makes landing even a single blow a difficult task. Combined with its ability to construct complex mechanisms on the fly, Dododo De Da Da Da is a serious threat in enclosed areas.

Devious Poison

Dododo De Da Da Da has developed a rather unqique method for hunting; a poison that causes asbestos to spread through the body of a poisoned creature as it moves, or "extends itself". Ideal for taking down small prey like birds and rabbits that would flee from pain, this poison is equally effective at stopping creatures that would chase down Dododo De Da Da Da; it need only hide until the creature its predator is smothered by the toxin flowing through its body.

A Note on Using This Creature

Dododo De Da Da Da is unqiue within it's challenge rating, and offers a different kind of challenge to players: the question of how to stop it from evading damage while continually poisoning the party. When utilizing Dododo De Da Da Da, be creative! Utilize hit and run tactics and remember that it can create any tool the players might have on their person.

Keep in mind that as soon as this creature appears, the party will be on a timer to figure out it's mechanic before succumbing to it, so liberally offer hints as to how the creature is fighting in order to avoid a frustrated party!